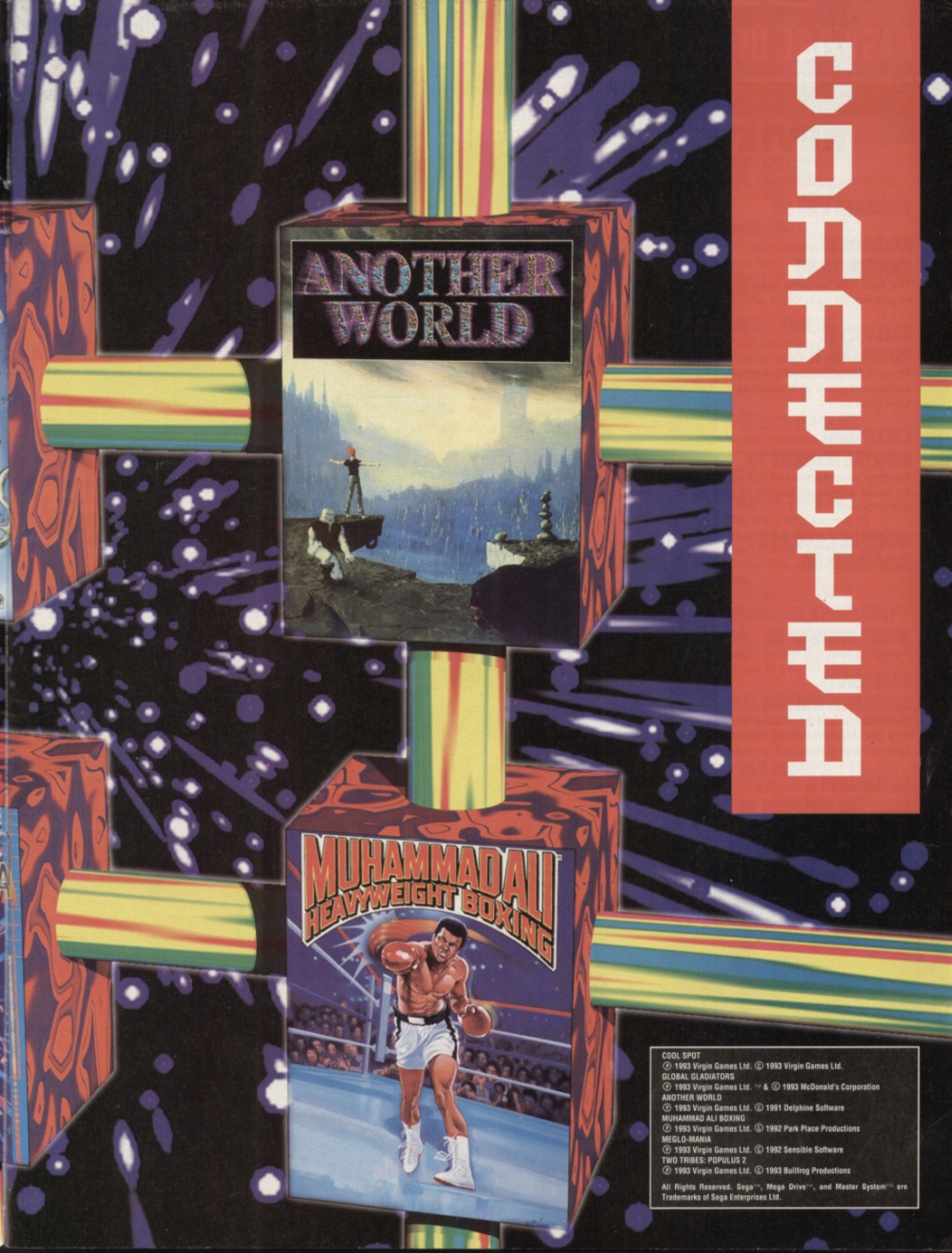

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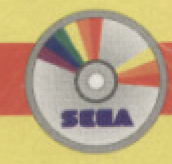
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REVIEWS

MEGADRIVE



MEGA-CD



PREVIEWS



Dizzy in action, defying pirates and all sorts of court actions.

18 COVER STORY

ROBOCOP VERSUS THE TERMINATOR

.earn about one of the hottest shoot em ups coming out for the Megadrive in our fascinating work in progress feature.

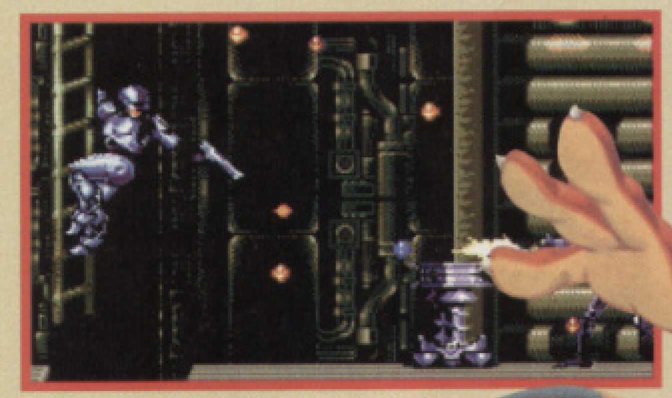
With Bonnie Langford as special moves choreographer, how could Mortal Kombat fail?

One of the gruesome bosses splashed across our Shinobi review. Not for those of a nervous disposition.

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MAGAZINE OF THE YEAR

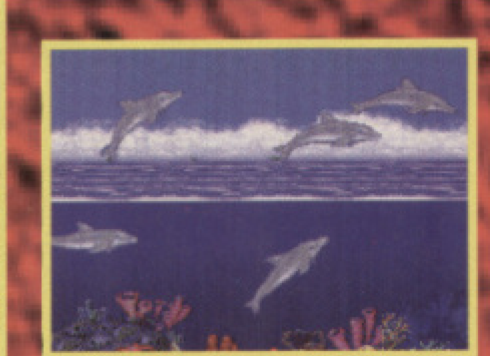
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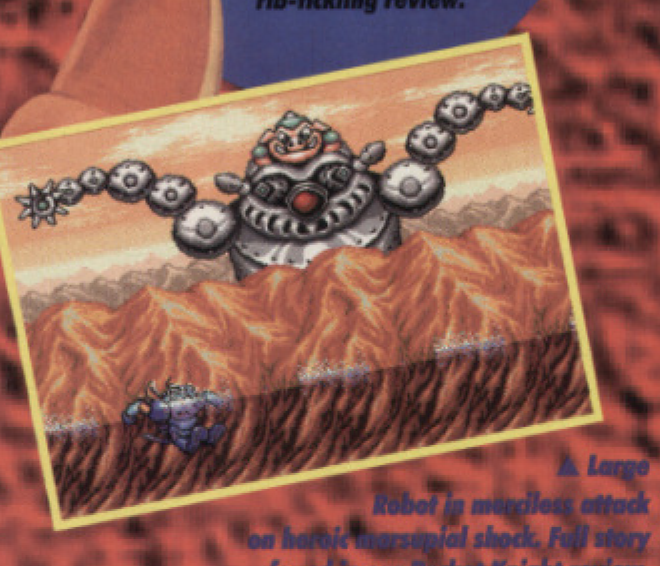


▲ *Tons of action in the cyborg stand-off. Tronk 9 gets caught in the cross-fire.*

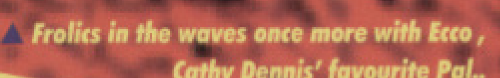


▲ *Accolade's bobcat is fast, real fast. To see his japes turn to our rib-tickling review.*





▲ *Large Robot in merciless attack on heroic marsupial shock. Full story found in our Rocket Knight review.*

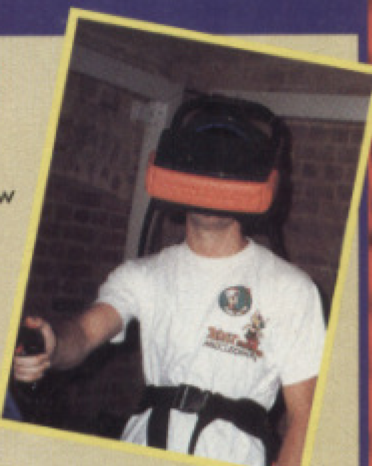


▲ *Frolics in the waves once more with Ecco, Cathy Dennis' favourite Pal..*



REGULARS

FEATURE



▲ *Spooky! VR is taking over our lives!*



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SPECIAL THANKS TO: This month, we'd like to say an enormous "Thanks!" to the lads down at the Video Game Centre in Bournemouth. Month after month they've managed to get hold of all the latest stuff from Japan and the States, sometimes much earlier than their importing competitors! If you're serious about import games on either Megadrive or Mega-CD, we recommend giving them a call on (0202) 527314.

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EXCLUSIVE CENTRAL

Since issue one of the original MEAN MACHINES three years ago (when I was but a mere 18-year-old lad staff writing for CVG), we've always tried to bring the very best, totally exclusively!

Three years on, with all manner of sad "competitors" now muscling into the marketplace, we like to think we're still carrying on this proud tradition. This month for example, we're proud to bring you the exclusive lowdown on games such as Populous II, Ecco CD and Jurassic Park (to name but three). Also, we've in-depth exclusive features on Robocop Versus The Terminator, EA Soccer and The Jungle Book!

However, following on from the exclusive Sega VR playtest we secured at last month's Chicago CES (we were the ONLY UK magazine allowed to playtest the hardware by Sega of America, much to the annoyance of certain other publications), we've got hold of the story every magazine even vaguely Sega-related has been trying to track down: the full low-down on the Megadrive's 32-bit successor: Project Saturn.

Turn NOW to page eight for the incredible story. It's another MEAN MACHINES exclusive — you won't read it anywhere else.

RICH LEADBETTER

SPECIAL GUEST REVIEWER: ROBBIE FROM 'TAKE THAT'

Er, well, not really. This month we welcome back ex-MEAN MACHINES staff writer Rob Bright, recently returned from university (and thus in dire need of cash). He's going to helping out with the staff writing chores (general toadying and going to the shop whenever we desire). Huzzah!

EDITORIAL FAX

Top 4 Bores people with 'colour' names:
1. SARAH GREEN. Talentless ex-Blue Peter presenter who thinks falling out of helicopters is clever. Fool.
2. BETTY BLUE. Talentless character from a crappy French film, where everybody foolishly thinks taking their clothes off, and talking foreign-like, is clever.
3. JASON ORANGE. Talentless moron from Take That, foolish enough to think goatee beards are clever.
4. VIOLET BERLIN. Er... presenter of ITV's Bad Influence, foolish enough to think peroxide blonde rugs are clever.

This month the gang were asked the probing question, "If you had a bullet and a lollipop who would you give them to?".



JULIAN 'AL' RIGNALL
Jaz smiles. "Me? I wouldn't point a gun at anyone...I'd just get Lefty to do it for me". Yes, as Jaz is indeed 'Mr Big' in these parts, he only has to snap his fingers to seal a fate. His bodyguard is Dave Kelsall, who masquerades as a 'Designer', but is so talentless that no one on the floor is fooled. His moll Glenys gets the lollipop.
CURRENT FAVE GAMES: Streetfighter II, Gunstar Heroes



RICHARD 'CHARIOT' LEADBETTER
Rich totes his gun menacingly at the person who thought up the Bacardi advert, where a parrot is 'Auntie Beryl's budgie', and the exotic bar is 'The Dog and Duck, down the High St. "Basically, it's cack". His lollipop hero is the creator of Davros, withered Dalek leader in the motorised chair. "That has improved the quality of life for pensioners everywhere," Rich points out.
CURRENT FAVE GAMES: SFII Champion Edition



LUCY 'NIKITA' HICKMAN
Lucy comes over all funny when asked, 'cause she fancies herself as Bridget Fonda in The Assassin. "I'd get John Major," she snarls, "but my aim would have to be brilliant to hit his tiny brain. And I'd have the lollipop myself," she adds in an ominous tone. "Be warned, though. I don't suck — I bite!". Erk!
CURRENT FAVE GAMES: Master Blaster, Gunstar Heroes



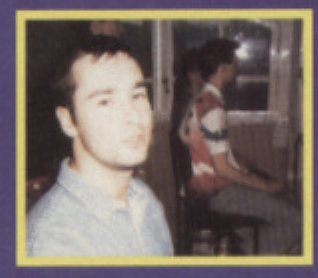
OZ 'HOODLUM' BROWNE
For the bullet, Oz selects the cheeky ginger-haired chap in the Sun 'newspaper' ad, for his chirpy banter/mindless drivel. "Give me an Uzi and I'll take out the rest of the carrot-tops!" shrieks our designer who's been reading too many 'Gangsta' mags of late. His

ORIAL

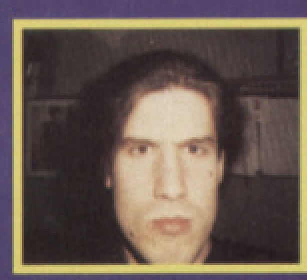
other wish is to present a lollipop to Janet Jackson. "She's a lovely lady and a shining beacon in the murk that is contemporary dance music — Brother's a knobhead though..."
CURRENT FAVE GAMES:SOR II (GG) Rocket Knight



ANDY 'MILITANT' MCVITTIE
Andy was on a bit of a Good Life 'tip' when asked the question. "I'd have to start the Class War by shooting that Penelope Keith," intones our cloth-capped Prod Ed. The reason being "She's far to snobby". Andy's lollipop goes to the lovely Felicity Kendal, "She's the perfect English rose and an angel for putting up with that daft husband of hers," he adds, rapidly losing his grip on reality.
CURRENT FAVE GAMES:Rocket Knight, Gunstar Heroes



ANGUS 'CURLIES' SWAN
"My bullet would head straight for Clement Freud, the guy who endorses the British Rail Buffet," moans Gus. "I'm sure I could claim self-defence after the amount of near misses I've had with their burgers". The callous Caledonian offers his lollipop to TV airhead Anne Diamond, "In the hopes she'd choke on it".
CURRENT FAVE GAMES:Powerstrike II, Gunstar Heroes, Risk



PAUL 'WOBBLE' DAVIES
Paul's single bullet is for Hugh Jelly (Julian Clary's outsize assistant). Mistaken identity is the problem. "I'm fed up with getting asked for my autograph in the street". His lollipop is reserved for his dad, because it's his birthday, and Paul forgot to get him a decent present.
CURRENT FAVE GAMES:Rocket knight, Gunstar Heroes, Powerstrike II

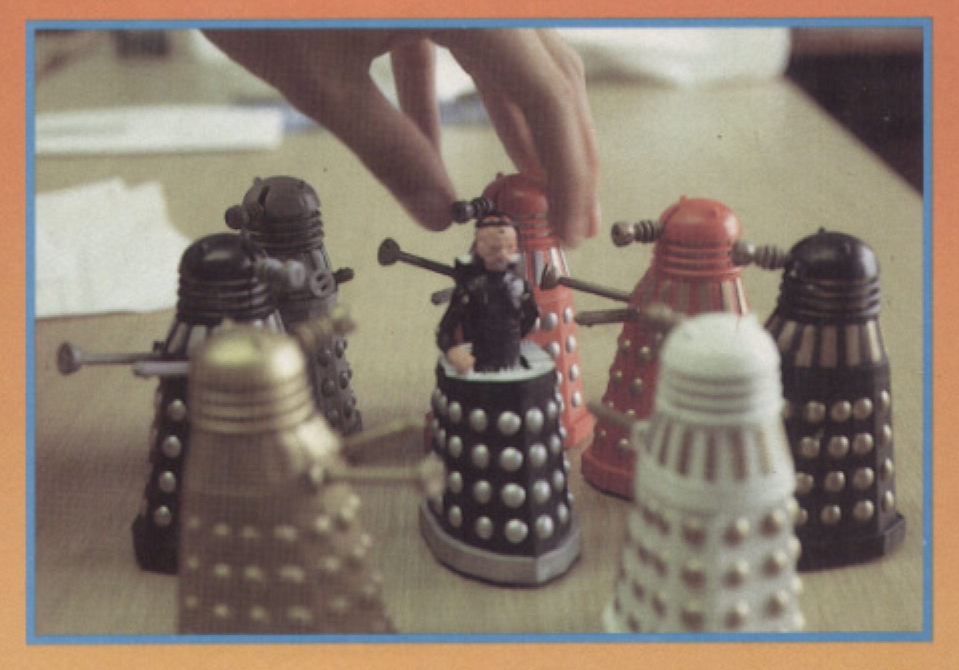


RADION 'DISCIPLE' AUTOMATIC
Rad would give his lollipop to Perry Hailey. Who, apparently, is part of a circus made of freaks, dwarfs and sick acts. "Maybe he'd give me my big break," Rad opines hopefully. "Grrr! AndTipper Gore for the bullet. She's the nutcase who thinks rock music lyrics lead people to Satanism. What rubbish...Never mind, the Master has plans for her," he whispers.
CURRENT FAVE GAMES:Gunstar Heroes, Rocket Knight

DAVROS: CELEBRITY GAMER

This month the celebrity gaming spotlight falls on evil genius and mastermind of the Daleks, Davros. Already a cult star in the MEAN MACHINES office, Davros is something of a loss at video gaming, mainly down to his single arm, limp wrist and dodgy fingers (which were subsequently blown off in Revelation of the Daleks). Hand-to-eye co-ordination is also something of a downer... still, here's a list of ten games that even old Davvy could have a crack at — using just the one finger!

1. Olympic Gold
2. Arnold Palmer's Golf
3. Sword of Vemillion
4. Evander Holyfield Boxing
5. Road Avenger
6. Time Gal
7. Phantasy Star II & III
8. Shining in the Darkness
9. Where in Time is Carmen Sandiego?
10. Shining Force





▼ *Quake in mild horror as our own Ed, Richard Leadbetter, leads a troop of highly realistic Daleks in a round of the Conga. Join us next month, when he teaches them the Hokey-cokey.*



NEWS

SEGA'S 32 OUT OF TH

Always first with the big exclusives: MEAN MACHINES! Last month we exclusively revealed Sega VR, MEAN MACHINES being the only UK magazine invited to playtest the new hardware, leaving all of our purported "competitors" in a big sulk. This month we go one better, with the full story on Sega's new 32-bit machine: the Saturn. MEAN MACHINES' editor, RIchard Leadbetter brings you the full story...

▲ *A concept drawing of the new 32-bit Sega Saturn. The artist has conjectured that the finished console will be shaped roughly like its celestial namesake.*

SEGA 32-BIT HISTORY

Sega are pioneers of 32-bit technology. In a recent interview with computer trade paper CTW, Tom Kalinske (president and chief executive officer of Sega of America) announced that they could release a 32-bit console at any time they wished. Apparently, Sega have cut their teeth with 32-bit arcade machines like Virtua Racing and are almost ready to bring that technology home — in the form of the Sega Saturn.

THE BASICS

Saturn is a CD-based machine, with all software for the machine being released on disc. At the heart of the beast is a custom-built 32-bit processor. It's based roughly on the existing V60 NEC 32-bit chip. However, Sega have spent considerable time upgrading the (admittedly rather old) chip, increasing its performance considerably. The current prototype processor runs at 27 MHz — that's compared to the Megadrive's 7.61 MHz processor and the Super NES's 3.58 MHz. Comparing speeds isn't the best benchmark though — even if the V60 was forced to run at a paltry 3.58 MHz, it would still process similar tasks a lot quicker. This is because the Saturn chip is 32-bit meaning that is inherently faster and it's a RISC (Reduced Instruction Set Chip) — this basically means that program code is simpler and thus quicker to execute.

THE AMAZING BITS

Now brace yourself for the best bits! Our insider source at Sega of Japan says that comparing the graphics of Saturn to the new 3DO multimedia machine is like comparing 2D to 3D! Backing up his claims are the stunning graphics chips allegedly inside the Saturn. This chip renders 24-bit graphics by using the sort of technology we use with our Macintoshes for our digitised scans (the Robocop cover this month is a scan) — and Saturn can produce pictures of the same quality! The 24-bit pixels enable Saturn programmers to muck around with 16.7 million colours! And yes, you read that correctly.

BIT SATURN

IS WORLD

SO HOW MUCH WILL IT BE AND WHEN'S IT OUT?

Apparently, Saturn will cost around $400 in the States, with Tom Kalinske going on record saying that he doesn't want to release a machine for anything above $500. We reckon that a UK price point of around £350 to £500 will probably be the order of the day. The release date of the machine is slightly trickier. Our sources had previously hinted at a Japanese premiere of the finished article in the spring of 1994. However, the project has slipped and a December 1994 release in Japan now looks more likely.

WHAT IT DOESN'T DO

The architecture of Saturn is so radically different from anything ever seen at home that the system is not backwardly compatible with other Sega systems. The Megadrive and Game Gear, for example, have complete Master System circuitry built-in (the Power Base is literally a cart converter, no more sophisticated than some importers' cart converters designed to run import games). Some rumours persist that say that the new machine is compatible with Mega-CD. However, our new information says that it's just not possible — the machines are just too different. In fact, since the system is CD-based, it looks as though there isn't even going to be a cartridge slot!

THE SPECS

Drool over these specs of the current Saturn prototype machine, subject, as they say, to change:
MICROPROCESSOR: Custom 32-bit processor based on the NEC V60, with speed modifications by Sega and Hitachi to make it run at 27 MHz.
GRAPHICS: Custom 24-bit processors with Alpha Channel effects.
COLOURS: A massive palette of 16.7 million colours!
POLYGON GENERATOR: Capable of displaying and animating 16,000 polygons on-screen!

THANKS...

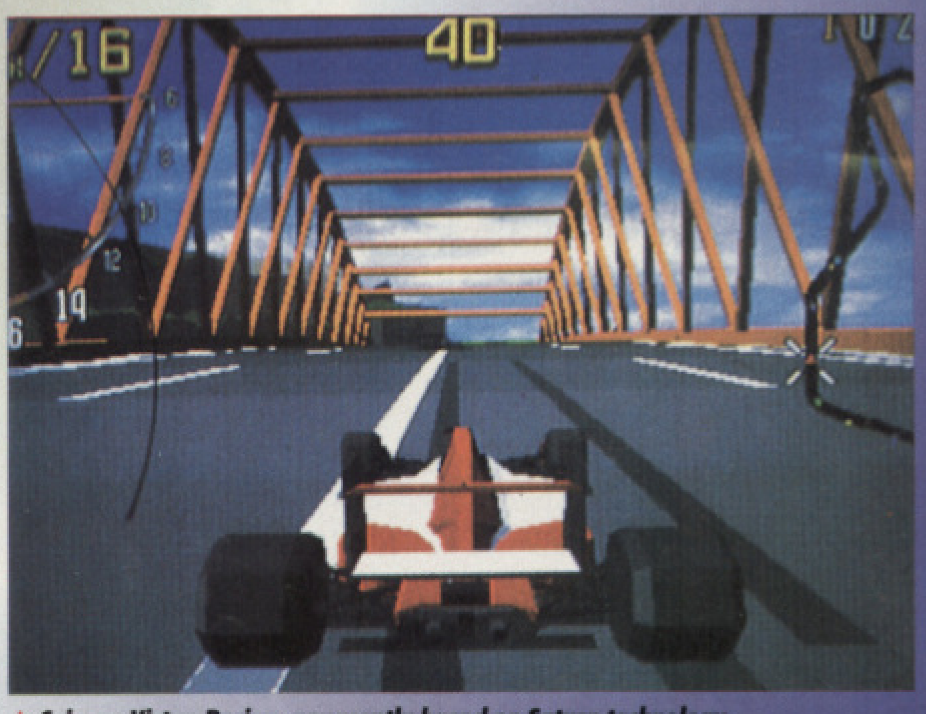
We couldn't just sit here and take all the glory for this amazing news exclusive! Credit must go to Francois Hermelin, Tokyo representative of our French sister magazine Consoles Plus, for getting hold of the info. We'll have more exclusive information in the months to come, so stay tuned to MEAN MACHINES!

MORE AMAZING GRAPHICS!

The Saturn's utterly awesome graphics chip is capable of all manner of graphical effects. This is due to something known as "The Alpha Channel". Details are a bit vague, but it appears to be some kind of hardware graphics filter that enables the Saturn to produce the likes of "transparent" colours (as seen in Super NES games), modified colour palettes and textured shading (as seen in Virtua Racing). Sounds amazing!

AMAZING POLYGONS TOO

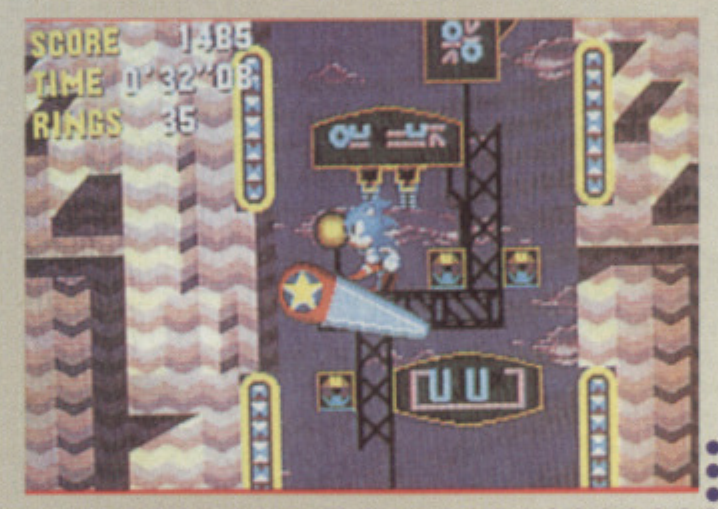
Using technology developed during the production of Virtua Racing, Sega have incorporated a highly advanced polygon generator chip into the Saturn. Put simply, this chip allegedly passes water over the Nintendo "Super" FX from a very great height. The Saturn's chip can display *and animate* over 16,000 polygons on-screen *at once*! Nothing like this has ever come close before — at least not at home.



▲ ***Coin-op Virtua Racing, apparently based on Saturn technology.***

SUPER SPEEDY SONIC





NEW GAME
BY SEGA
MEGA CD

Feast your eyes on these ultra exclusive pics of that most famous hedgehog of all time in his eagerly awaited CD saga, coming to you later this year courtesy of Sega.

From what we've been able to wheedle out of our various sources so far, it appears the gameplay of Sonic's CD debut is going to be much the same as the other two Megadrive games. Naturally there's going to be a few added extras like better animation, Sonic actually speaking and stacks of cinematic interludes as well as a fab new mystery move on the part of the spikey blue fella himself. CD music is the order of the day as Sonic battles Robotnik accompanied by ll manner of rave tunes!

These snazzy bits are all very well of course, but we're just going to have to pray that there are enough differences in other areas such as the speed and level designs to make the added purchase worth while.

Rumour has it that he does go faster in this new quest (indeed he can't be much of a slouch if he's fast enough to travel through time) but we'll bring you all the ins and outs as soon as we can get out little maulers on a copy. Check it out!







CREME DE LA KONAMI

NEW GAME
BY KONAMI
MEGA-CD

Konami are jumping into the Mega-CD market, kicking off with a coin-op conversion of Lethal Enforcers. On the coin-op, the game included a light gun with which — surprise, surprise — you had to shoot baddies who pop up all over the place. It includes digitised sprites which — as you can see from these screenshots, Konami have managed to emulate pretty well onto the Mega-CD. We'll bring you the full run down as soon as we get it.



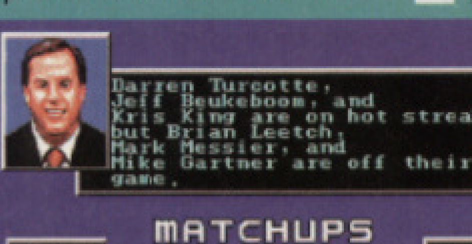
WHO GIVES A PUCK?

NEW GAME
BY EA
MEGADRIVE

Brace yourself for a hot new sports sim sequel from Electronic Arts for the Megadrive — NHL Hockey '94.

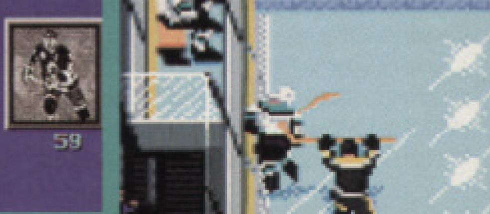
The game retains the goodly features of its predecessor, NHLPA Hockey '93, but includes a ruck of added extras, the most notable being a link up with EA's new 4-WAY-PLAY which allows four players to compete two on two. This sequel is much faster and includes a manual goalie option so the player can be solely to blame if the goals fly in.

The cart also includes 'one-timer' volley shots for the forwards, penalty shots within the game, a penalty shoot-out option, new crowd animations and battery back up. From our first look at the game, it's looking a vast improvement on the prequel — boy is it fast, and the four player option greatly enhances the fun factor. Full review soon!









BIG MAC AND SILICON CHIPS

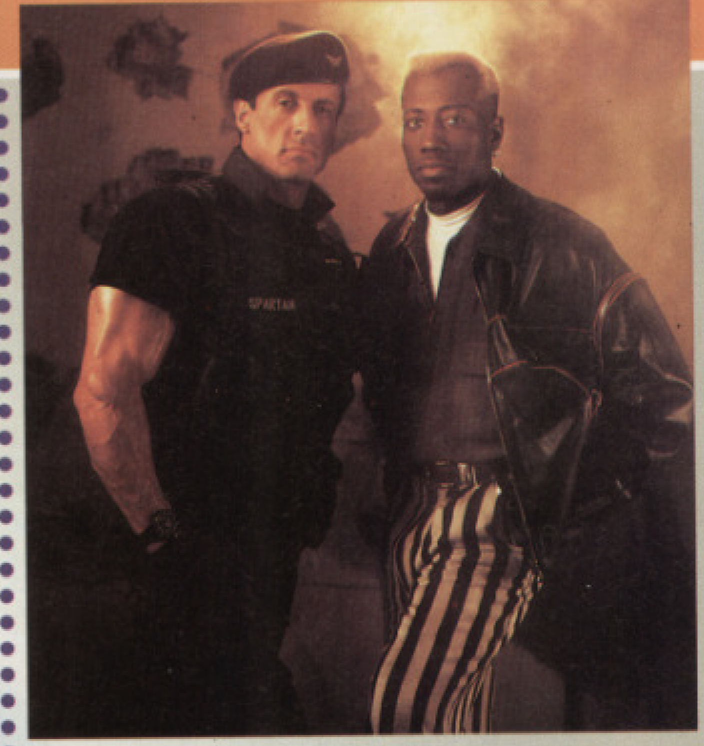
NEW GAME
BY SEGA
MEGADRIVE

Take a look at these exclusive screenshots of McDonalds Treasure Land Adventure, freshly developed from film taken from the official MEAN MACHINES spy camera.

As you can see, it's a platform game based around the hamburger-related antics of Ronald McDonald. To its credit, the action does look fast and fluid, even though it is *yet another* platform game! Arrgghhh!

How does it compare to the other McDonalds-related platform game, Global Gladiators? Find out in forthcoming issues of MEAN MACHINES SEGA where we'll have more intriguing details.





CD CARNAGE

NEW GAME
BY VIRGIN
MEGA-CD

The hot new film for 1993, Demolition Man, is coming out on the Mega-CD courtesy of the combined talents of Virgin Games and Warner Bros — and the superstar himself, Sylvester Stallone is actually going to be filmed separately, especially for the game. Stallone and his co-star in the film, Wesley Snipes will be filmed against a blue screen background and the special footage integrated into the game to provide what Virgin hope will be 'a highly realistic interactive version of the movie'.

In the movie, Snipes plays a terrifying criminal of the future who as punishment, has been frozen for eternity. But he accidentally defrosts (someone didn't have enough 50 pees for the electricity meter) and wreaks havoc on the world. The only way he can be stopped is by defrosting the man who caught him in the first place — enter Sly as a tough cop who won't rest until Snipes is ice cubes again. The result is a high-action movie which we dearly hope will be reflected in the game. We'll fill you in as soon as we know.

MAKE MY DINNER

JOYPADS
BY SUNCOM
ALL FORMATS

Suncom Technologies are set to release a programmable joypad for the Megadrive. Called the Cyberpad, this modified controller allows players to store combinations of moves into its memory. Once programmed the moves remain in the Cyberpad's 256 bit memory module even when the Megadrive is switched off, courtesy of a battery back up facility. The unit is accompanied by an in-depth instruction booklet that not only explains how to use the pad but also includes some cool examples of its uses. In addition to the dexterous advantages provided by the Cyberpad — making the likes of Streets of Rage II and Shinobi III a doddle — it also has two rapid-fire buttons that beat the pants off the opposition in titles such as WWF Wrestlemania. Suncom hope to have this exciting product out in the Autumn with a suggested retail price of £29.99. In the meantime, those who cannot wait to get their hands on this item might wish to contact Suncom who have a limited amount in stock. Their telephone number is 0285 642211.

DUNE REVISITED

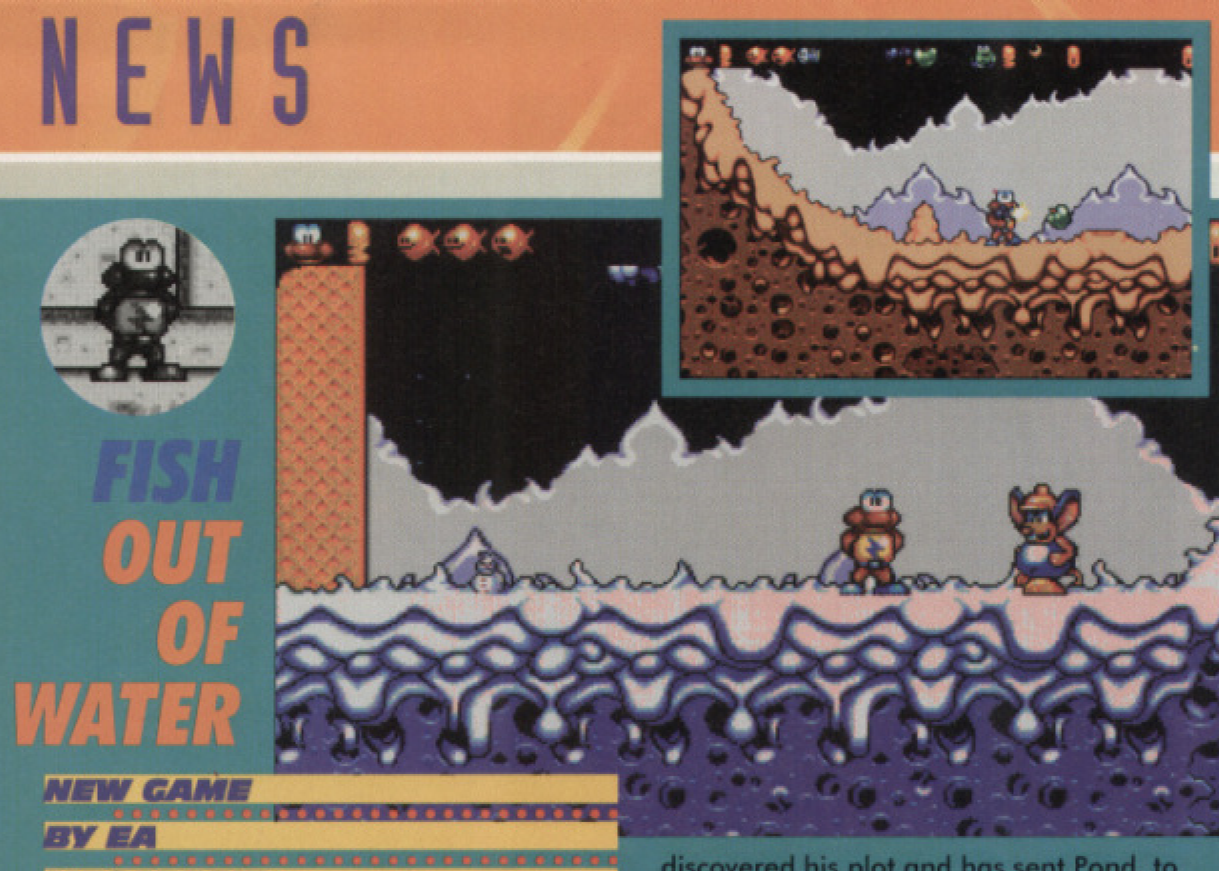
NEW GAME
BY VIRGIN GAMES
MEGADRIVE

Virgin Games are currently coding away on Dune II: a brilliant sequel to the original PC game (which is coming out on Mega-CD!).

The idea of the game is to take control of one of the major families on Arrakis and farm the planet for spice — the most precious drug in the universe which Arrakis has in abundance. With the money made on spice, you can expand your operations and buy new harvesting equipment or weapons! You need these weapons pretty badly because there are two other families on Arrakis determined to take over the planet for their own ends.



We've had an early sneak preview of the game and it looks absolutely brilliant, combining all the construction fun of Sim City with the strategy of the greatest war games available. Look out for a full work-in-progress reports and previews soon.



FISH OUT OF WATER

NEW GAME
BY EA
MEGADRIVE

The most famous and distinguished of fish James Pond is back for his fourth adventure on the Megadrive in James Pond III: Operation Starfish.

The evil Dr Maybe has returned to create havoc in the world. His new plan is to mine yogurts, ice cream and cheese from the moon, monopolise and change the face of the dairy market as we know it. F.I.5.H has discovered his plot and has sent Pond, to sort him out.

Armed with a stack of special powers such as suction boots to mount any surface, a fruit suit which doubles as a deadly weapon if he rolls on the enemy, rocket and anti-gravity boots, Pond also drives a lunar buggy, a drilling machine, a giant moon-worm and a mini-rocket. The game also introduces Pond's new side-kick, Finnius Frog and follows their quest for the world's salvation. More news next month.

LAST ACTION HERO





NEW GAME
BY SONY
MEGADRIVE

Hot on the trail of the action/comedy movie, Sony are releasing Arnie's new smash hit — Last Action Hero in a show-no-mercy shoot 'em up extravaganza on the Megadrive, Mega-CD, Master System and Game Gear. The story centres around young Danny Madigan who, with the aid of a magic ticket, accidentally flips into the cinema screen and meets up with his hero and the star of his favourite movie — tough cop Jack Slater (Arnie).

At first Danny goes into spasms of ecstasy at meeting all the all-time greats of the movie world but things go horribly wrong when his magic ticket falls into the hands of hoodlums who break into the real world to continue their dastardly deeds. It's up to the player as Slater, his daughter Whitney or a particularly well-'ard cartoon cat detective to track down the crooks and foil their evil ends by bashing through six scrolling levels (each a scene from the movie). Tune into a future issue of MEAN MACHINES SEGA to find out more.









GRASS ROOT GAMING

NEW GAME
BY STORM
MEGADRIVE

Storm is springing Lawnmower Man on the Megadrive and Mega-CD on an unsuspecting audience soon, to coincide with the release of the sequel to the smash hit movie.

The first movie told the story of the simpleton Jobe, who spent his life cutting grass until Dr Angelo uses him as a human guinea-pig and turns him into a super-human with the use of drugs and virtual reality. However, the powers are too much for Jobe and he turns into a dangerous psychopath — Cyberjobe — intent on taking over the world via its computer networks.

In the Megadrive game, play Dr Angelo or Carla in a quest over six real and 20 virtual worlds to destroy CyberJobe before he can escape from the mainframe computer. Battle past police, army and lab technicians and destroy wasps, monkeys, mutant plants and even petrol pumps! Successfully blow up the Cybersphere Chamber of Research and Development and the player is transported into the elements of the second film. Check out future issues for more details.



FLASH WIPES

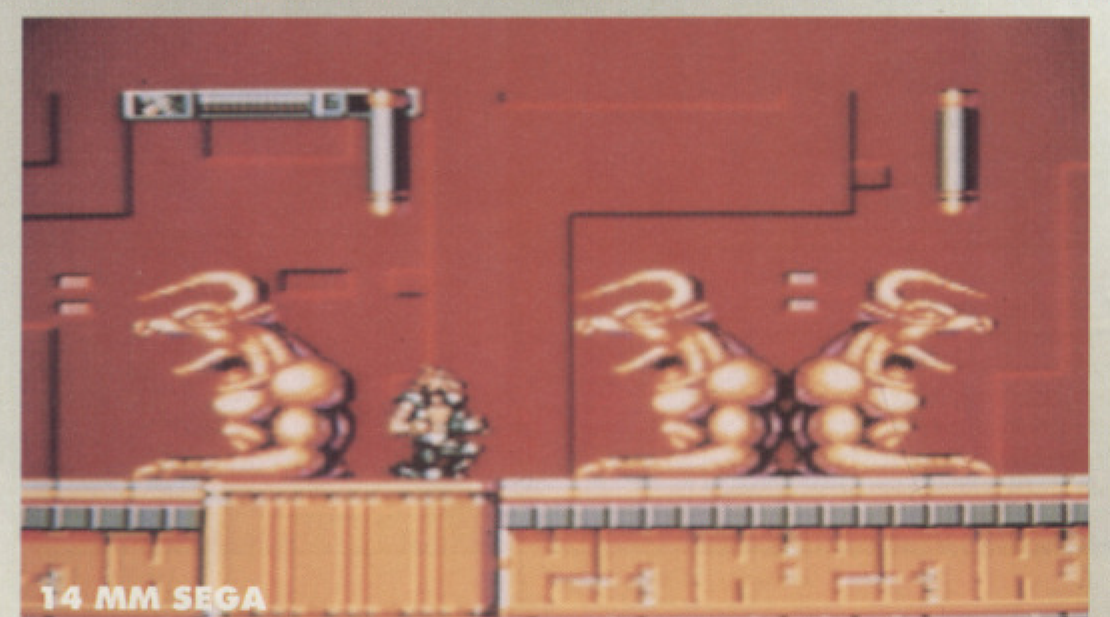
NEW GAME
BY SEGA
MASTER SYSTEM

The Flash arrived a little too late for review in this issue, but is sure to grab the attention of Master System owners. Flash is the latest DC Comics character to be 'Sega-ed'. Resident comic 'expert' Tom from MegaTech commented: "Ooh, that's Flash isn't it — he's the fastest guy in the universe and can stop bullets with his teeth... can I have a go?". And in Probe's comic conversion he is indeed a sprightly little thing, bounding across platform levels and overtaking lorries on the M1, like there's no tomorrow.

The game features his struggle against arch-enemy The Trickster and his beer bottle-chucking acolytes, using his speed powers and thunder flashes. This looks like one of the most interesting Master System products in months, so catch the full review next month.



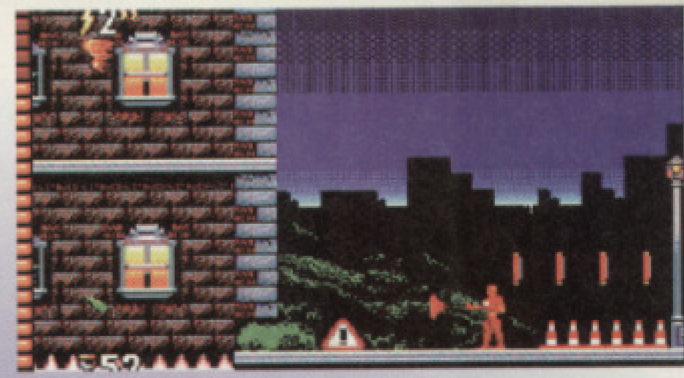
TEENAGE WEREWOLF IN TROUBLE

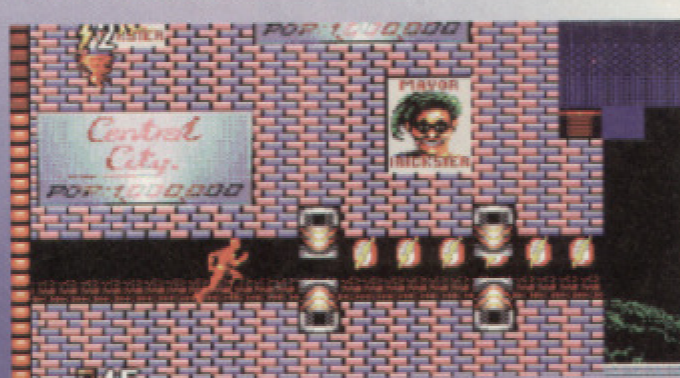


NEW GAME
BY VIRGIN
GAME GEAR/MASTER SYSTEM

Not all werewolves sprout ungainly nasal hair and howl mindlessly at the moon y'know especially if you're Saul Morrow, son of a famous if kidnapped genius who's invented a machine capable of transforming humans into lycanthropes (posh name for a werewolf).
Nope, if you're the heroic, noble and rather nauseous Saul Morrow you forgo your human form to gain the wolfish strength needed to take on the Chimera's evil strength and rescue your dear old dad.
This platform action jaunt, Wolfchild, is launching itself onto the Master System and Game Gear from Virgin this summer — full review as soon as possible.

S THE FLOOR











STRIKE A LIGHT





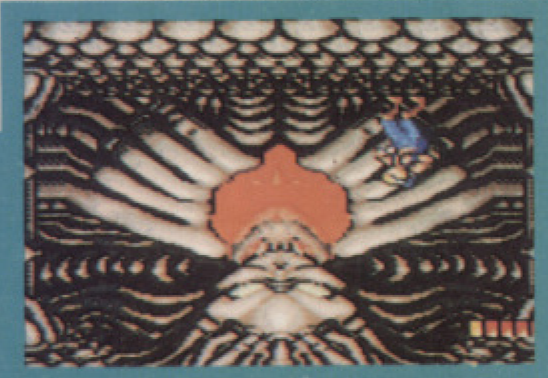
NEW GAME
BY SEGA
MASTER SYSTEM

PowerStrike II is a shoot 'em up on a grand scale, from the team that brought Robo-Aleste onto the Mega-CD. Vertically-scrolling action is the order of the day, lubricated with some great tunes and graphic effects.

From our early playings we've seen some things we didn't think the Master System could possibly handle — with PowerStike II is seems to get the silly notion it's a Megadrive! Next month's review is essential reading for Master System owners.

DOUBLE TROUBLE

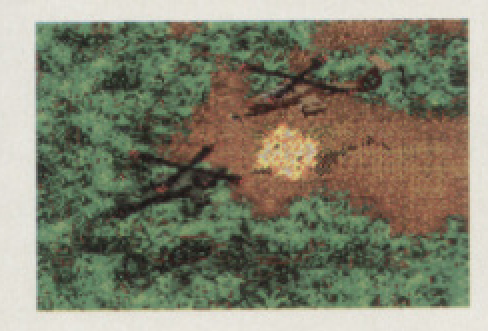
NEW GAME
BY VIRGIN
GAME GEAR



It's fighting action ahoy as the brothers Lee, Jimmy and Billy, leap into action yet again in Double Dragon on the Game Gear — courtesy of Virgin Games. These guys have seen more fighting action than a Roman gladiator but they still come back for more to save their chum Marion from the evil Mr Big.

As ever they're in fighting form and proceed to make their way over stacks of levels punching and kicking anything that tries to stop them. Full run down when we get it.

WIN A CD PLAYER WITH JUNGLE STRIKE AND DIXONS!



Rated at 96% by MEAN MACHINES, we reckon that Jungle Strike is the single most amazing shoot 'em up available for the Megadrive. And now, when you buy Jungle Strike at branches of Dixons, you get a free gift AND the chance of winning one of five amazingly sexy personal CD players!

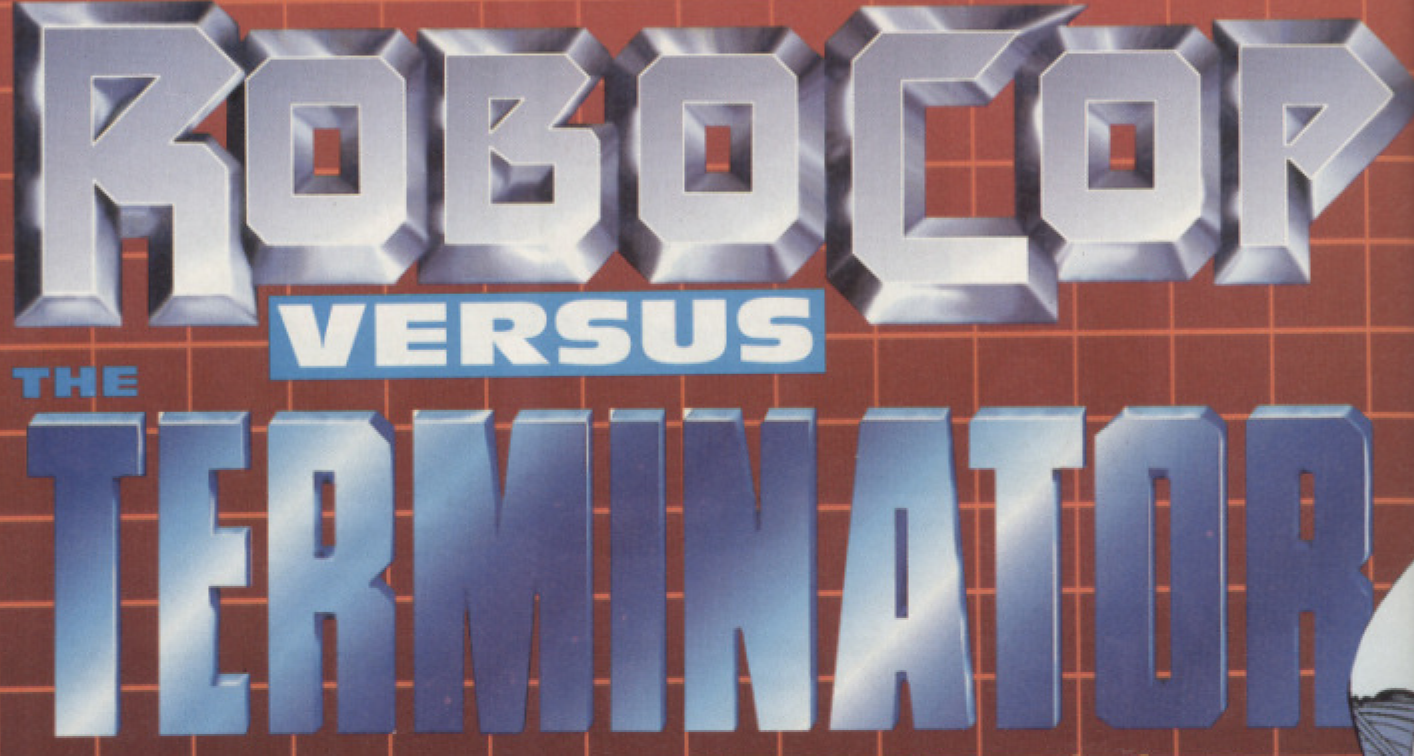
It's sooo easy. Just toddle off down to Dixons and purchase Jungle Strike and you're automatically given a free, exclusive Jungle Strike dog tag. Each dog tag is inscribed with your own personal recruit number. If your recruit number is listed below send your dog tag to the EA address (also below) and they'll send you your special recruits CD player (and return your dog tag of course!).

The dog tag offer lasts all August at Dixons (while dog tag stocks last), so if you haven't bought Jungle Strike yet — get down to Dixons NOW!

THE NUMBERS
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004569
004570
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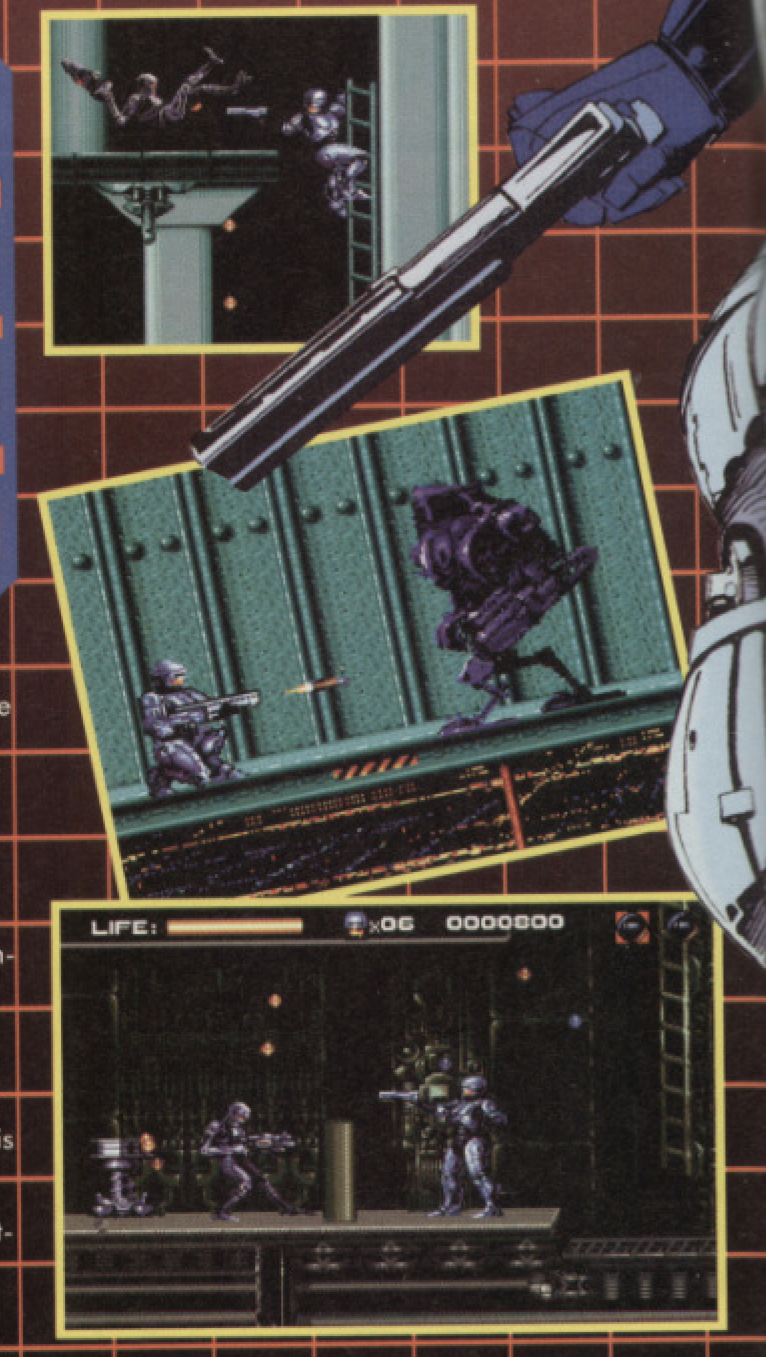
If your dog tag number matches one of the above, send your name, address and dog tag to: Electronic Arts, 90 Heron Drive, Langley, Berks SL3 8XP.

WORK IN PROGRESS



The brief was simple: to create a videogame that perfectly recreated two of the most violent film characters in the history of cinema. The result: Virgin Games' Robocop Versus The Terminator. Richard Leadbetter investigates further.

PROJECT	ROBOCOP VERSUS THE TERMINATOR
PUBLISHER	VIRGIN GAMES
INITIATED	SEPTEMBER 1992
RELEASE	CHRISTMAS 1993



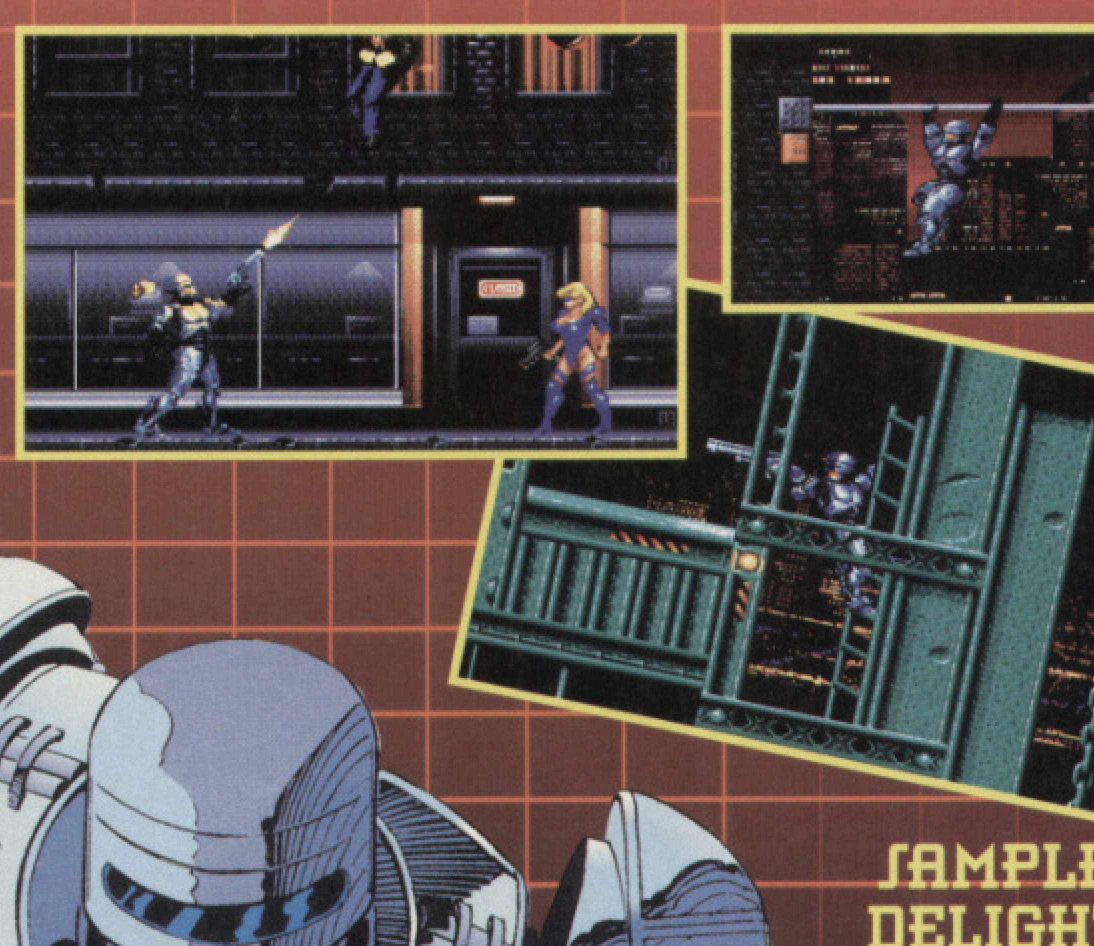
Virgin Games announced the licence to end all licenses at a swanky press outing to Florida in the closing days of September last year. They had acquired the rights to not one, but TWO of the cinema's most popular (and indeed violent) characters: Robocop and the Terminator!

Shortly thereafter, Virgin enlisted programmer John Botty to take on the programming for the project called Robocop Versus The Terminator. They decided on a tried-and-tested formula for this potentially mega game: the platform shoot 'em up, the genre that just about every Robocop videogame to date had used!

However, Virgin wanted to do things bigger and better. Botty was given a massive 16-meg cartridge to program the game into. For the record, 16-meg is exactly two megabytes of storage capability: that's the equivalent of TWO standard Amigas!

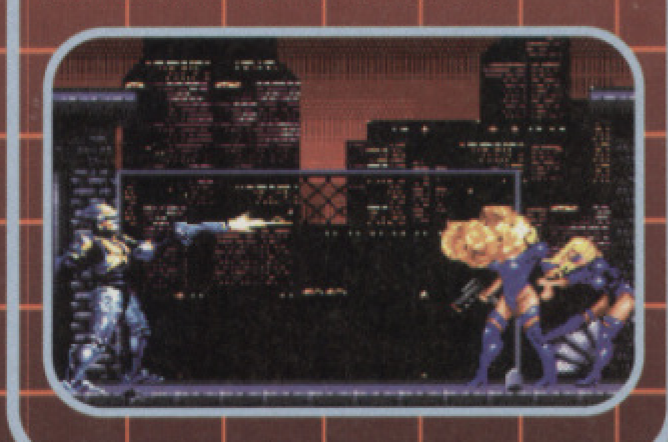
Armed with this vast stack of memory, John started work on what would turn out to be one of the action/destruction-packed shoot 'em ups ever to grace a Megadrive screen...





VIOLENCE BREEDS VIOLENCE

Robocop Versus The Terminator is in an early stage at the moment, the version we inspected being the result of six months of coding. The action is fast, fluid and full of action. However, Virgin are not satisfied! They've told the programming team to add in the likes of more blood and rolling heads to capture the nature of the violent movies even more effectively! The finished game will be released with a special warning and maybe even a rating — the videogame equivalents of the U, PG, 12, 15 and 18 certificates that movies have.



SAMPLED DELIGHTS

As everyone knows, sampled sound effects really make a difference to a game, creating a far better atmosphere than normal synthesized sound effects. Robocop Versus The Terminator is crammed full of samples, including death screams, ricochets and even Robo's famous catchphrases ("Your move, creep", "Stay out of trouble" — you get the idea). The game's samples alone take up over 200K of the cartridge — that's about 2 megs of the total 16-meg cart.

▲ ***The attention to detail is amazing. The muzzle flash of Robo's gun is reflected on his titanium metalwork!***



◀ ***Dark Horse Comics successfully grafted the Robocop snerario into Terminator mythology in their comics series.***

ATTENTION TO DETAIL

Adding greatly to the basic destructive nature of the game is the excellent attention to detail the programmer has incorporated. For example in the Streets of Detroit level, windows can be blasted, fire hydrants destroyed... there's even satisfying ricochet effects as Robo blasts away at walls!







BACKDROPS AND TILES

The maps on Robocop Versus The Terminator are actually made out of different tiles, slotted together to create the fine backdrops you see on our exclusive screenshots. Fascinatingly enough, over 883 different tiles can be used on one level, and any number of these can be repeated any number of times! This is only limited by the actual size of the map.

▲ Scenes from the Robocop movies make their presence known in the game. This is the OCP building.

◀ Loads of different weapons are available — including the infamous Phase Plasma Rifle (with the 40 watt range).

▲ Small sights appear as Robo scopes out the Terminators.

▲ Obstacles on the platforms can be used as cover against Terminator bullets.

CHECK OUT THE COMICS

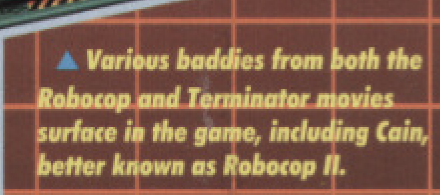
Robocop Versus The Terminator started out life as a four-part comics series produced by Dark Horse comics. Basically the plot involved the 21st Century Skynet resistance sending a lone warrior back in time to destroy Robocop — whose mind it seems forms the basis of the main Skynet interface. However, Skynet has other ideas and sends a Terminator back in time to stop the rebel operative. Witnessing the Terminator's ruthless attack, Robocop investigates, and realises that he must travel forward in time and destroy his own brain!

With an intriguing storyline and interesting art, all comic fans should at least give Robocop Versus The Terminator a glance in the shop — if only to witness the fisticuffs as Robo takes on what turn out to be his own creations: the Terminators!



CAPTURING THE ATMOSPHERE

In capturing the atmosphere of the movie, Virgin chose locations familiar to those who've seen the respective films. The game's training level takes place on the Streets of Detroit (as seen in Robocop) and other locations include the OCP building and the factory hideaway of Cain in Robocop II (the mechanised Cain even makes a guest appearance!). Terminator-related levels include the rebel underground and the Skynet HQ.

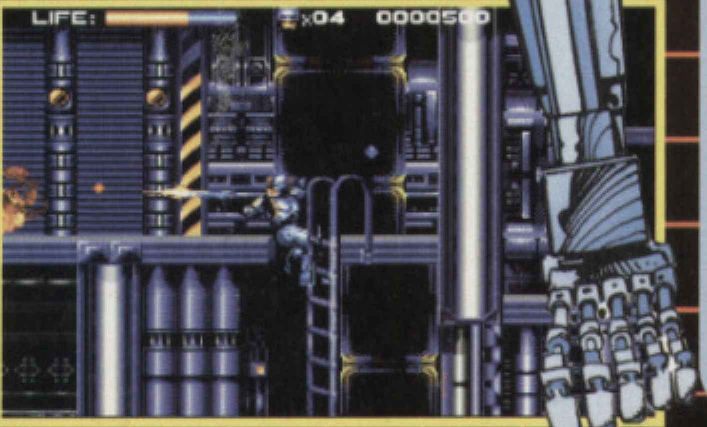


▲ Various baddies from both the Robocop and Terminator movies surface in the game, including Cain, better known as Robocop II.

◄ OCP security soldiers get a tad upset as Robocop blasts theough the main OCP building.

▼ Recognise the gun in the baddie's hands? The same weapon was used by Clarence Bodiker in Robocop I to dispose of our hero.



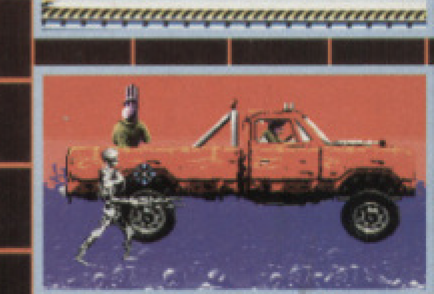


IS IT DEAD? TERMINATED!

Funnily enough, there are loads of Terminator games already out for the Megadrive and Mega-CD (well, two with two more coming) and none out based around Robocop (Robocop III is due from Acclaim though). How well have Terminator games fared before? Examine this helpful resume.

THE TERMINATOR

A fine effort in terms of graphics and sound. However, one attempt at the game is enough to finish it, completely destroying its value-for-money rating.
OVERALL 43%



TERMINATOR II: THE ARCADE GAME

A classy shoot 'em up released by Acclaim. Decent Operation Wolf-style first person perspective gameplay with compatibility with the Menacer light gun. Again though, once you've got the hang of it and negotiated the evil third stage you'll zoom all the way through to the end. Aieee!
OVERALL 72%



THE TERMINATOR CD

The Mega-CD version of Virgin's original game has much the same gameplay as the original, but promises far more levels and a higher difficulty setting. Look out for this one: we've already carried a preview and a review seems like in the next couple of months.

ALSO IN THE PIPELINE

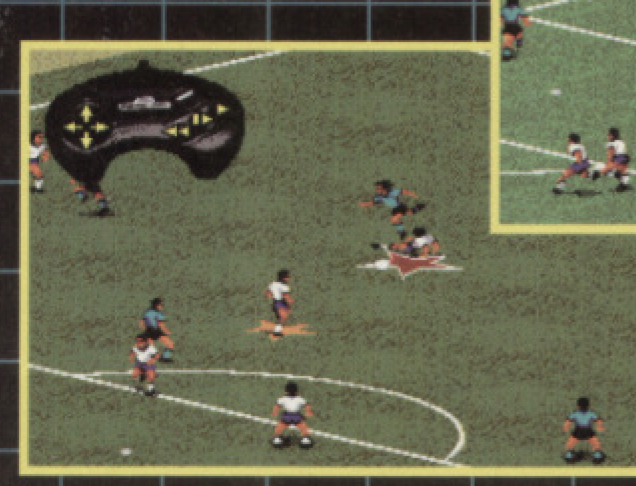
Two more games Robocop/Terminator-related are coming out for the Megadrive soon. First up is a conversion of Terminator II: The Movie, a multi-level game that didn't really look to hot at the CES. The unknown quantity is Robocop III, also from Acclaim. It looks like being a game similar in concept to this — without the added benefits the Terminator supplies.



FOOTBALL

The whole world's gone football crazy so Lucy Hickman decided to get in on the action and trundled down to the Electronic Arts offices to witness their new soccer experience...

PROJECT	EA SOCCER (WORKING TITLE)
PUBLISHER	ELECTRONIC ARTS
INITIATED	NOVEMBER 1992
RELEASE	CHRISTMAS 1993



▲ *The players go about their business, hopelessly unaware that Krakeno - God of the joypads - looms above...waiting.*

▲ *The chap in the crowd with the ample beard looks uncannily like Brian Blessed...my God! It is Brian Blessed!*





Nothing incites emotional fervour in the British public like football. Ordinary men are elevated to God-like status just for being able to bash a ball into the back of a net. Indeed, if Jesus decided to make a second coming, instead of hanging around in some God-forsaken desert wearing girly sandals, he should probably come back as a footballer where adoration would be a forgone conclusion (having said that, it didn't do a lot for David Ike but at least he got to have two women)!

Love it or hate it, you just can't ignore it, particularly around the time of the World Cup when the excitement reaches fever pitch and England managers tend to become more unpopular than Hitler.

Sega software developers have finally jumped onto the soccer bandwagon and this year we're going to see an absolute flood of Megadrive titles hitting the streets.

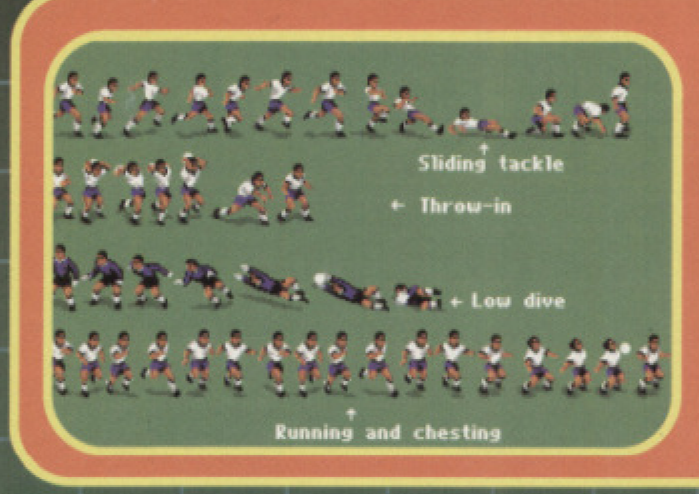
We've already had US Gold's Super Kick Off, Sega's Tecmo Cup Soccer and Ultimate Soccer (reviewed this issue). Coming soon is Accolade's Pelé Soccer and US Gold's new offering as yet unnamed which will hold the official World Cup licence.

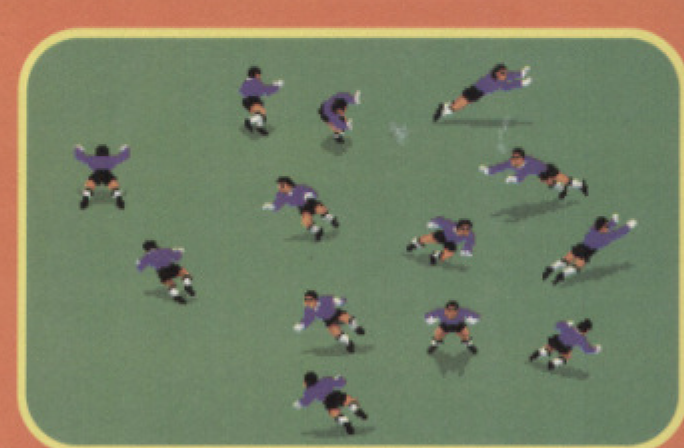
STATE OF THE ART

Some of these will be good, some bad and some utterly mediocre but Electronic Arts want none of these labels. They want to be the best and with EA Soccer they reckon they're heading in the right direction. But what makes this game so special?

Matt Webster, the game's assistant producer reckons EA Soccer, which is still only 50 per-cent complete, is going right to the top of the heap: "It already looks better, sounds better and it's going to play better — they will play like real players do," he boasts. Well that's easy enough to say but what's this game got that other games ain't?

First off there's the immediate advantage of being a simultaneous four-player game using Electronic Arts' very own adapter — the Four Way Play. Matt Comments: "It adds a whole new dimension to game playing. With

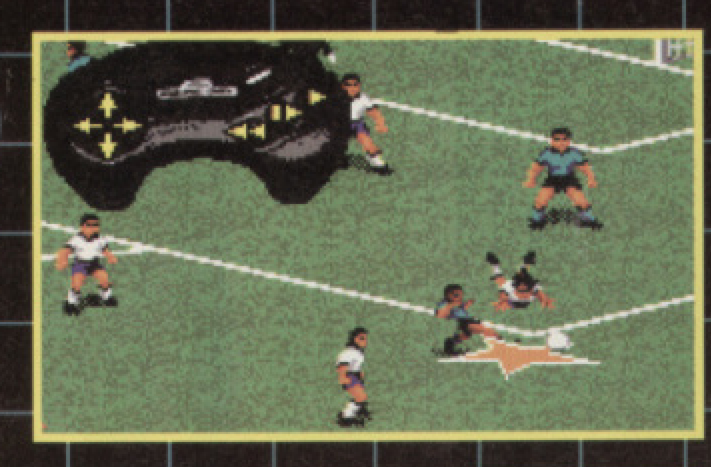












◀ *Cluck cluck gibber! Death to the monkey wrench!!*

SPREAD IT AROUND

Beneath the pitch are sliders to alter the spread of your players. The defence slider is fixed on your goal line, the attack slider on the opposition's goal line and you set the maximum point that each can move to. The midfield slider is flexible at both ends. The smaller the area that a slider covers, the more concentrated your players will be in that area, the wider the more freedom they have. This gives unlimited possibilities to customise the way the team plays.



four players, games immediately become more strategic, frantic and challenging. People are always calling the games market anti-social — we're turning it into a real social event." 'That's all very well', I hear you scream, 'but what about the game?'

A GAME OF TWO HALVES

Well, to kick off, four programmers, five graphic artists and three musicians have put their heads together to come up with what is the first 16-Meg soccer game on the Megadrive. It has amazingly detailed player sprites who each have more than 2000 frames of animation. Instead of the usual two-dimensional overhead viewpoint of footy games, EA Soccer has opted for a 3D isometric viewpoint which, Matt claims, makes you view the players in a more realistic sense. "It makes them look like real players rather than blobs. But doing it like this involves a lot of work — so much artwork — because you have to from five different angles for the eight different directions."

The player can choose from 24 national teams, each with different playing styles. They can manage team formations and strategies before and during the game, select the starting line-up and substitute players, choose free kick and corner set plays, there's an on-screen crowd with digitised cheers, boos and chants (a really neat trick with this is the way the screaming escalates as the players get close to the goal) and the obligatory animated referee. But that still doesn't explain why they think it's going to hammer the opposition into the ground.

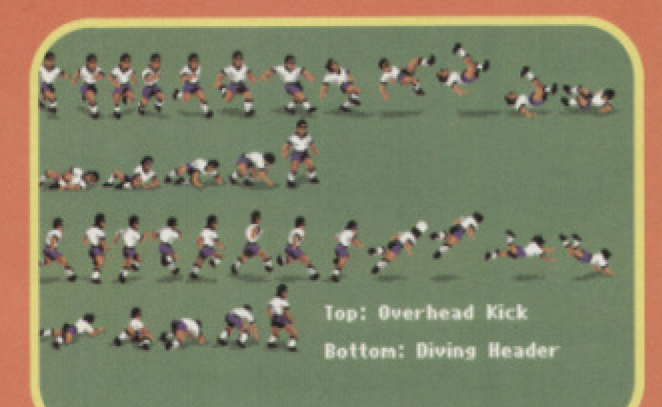
Matt says:"You've got games like Kick Off which don't look realistic but do have fairly smooth gameplay. It's always been said that in order to get good gameplay it has to be from a two-dimensional perspective. We've got the fluid gameplay together with realistic graphics. People want the graphics of Super Soccer and the gameplay of Sensible Soccer. We're going to give them that and then some."

MOVE THAT BODY

There are masses of moves per player (and so there should be with 2000 frames of animation — at least ten times more than usual footy games). Among others these include: overhead bicycle kicks, diving headers, chest control, banana kicks, back heels, goalkeeper kicks, throws, drop kicks, dives and jumps, shielding the ball, sliding tackles as well as player celebrations — knee slide, somersaults, fist air, hugs, shirt-pulling, and barging.



Top: High Diving save
Middle: Throw out (1 of 4)
Bottom: Low catch plus throw



Top: Overhead Kick
Bottom: Diving Header



THE JUNGLE BOOK

PROJECT	THE JUNGLE BOOK
PUBLISHER	VIRGIN GAMES
INITIATED	JANUARY 1993
RELEASE	CHRISTMAS 1993

Based on one of the most popular Disney movies of all-time, Virgin Games' Megadrive version of The Jungle Book looks absolutely stunning. Richard Leadbetter takes a closer look at the very promising project.

Let's face facts: Virgin's The Jungle Book is undoubtedly one of the most graphically superb game ever to hit the Megadrive — and at the moment it's only 40 percent complete!

Virgin Games gained the licence to one of Disney's most popular movies back in 1991 and spent plenty of time readying their team for the project. For the coding honours, Virgin chose one of their most prolific programmers: Dave Perry.

This is the man who cut his coding teeth on The Terminator before moving on to write Global Gladiators. The graphics engine he created for the game was improved for his next effort: Cool Spot. Each game boasted superb graphics, but now Virgin have even outdone themselves, bringing in actual artists from Disney to create this awesome title.

As you can see from this feature, the results speak for themselves.

▲ *The main form of offensive weaponry in The Jungle Book is an unlimited source of bananas that Mowgli keeps in his underpants. Chilling, isn't it!*





▲ Mowgli executes a perfect finger-flip ollie revert-to-tail-over-the-channel — without the aid of a skateboard!!! Actually, he's just jumping a gap but I had to think of something to fill this ENORMOUS caption space that Oz has left. Honestly, I've told him hundreds of times about it, but does he listen? Sheesh!

WHAT'S THE IDEA THEN?

The actual basis of the game is still under discussion at Virgin Games. However, the game itself is based on the same graphical engine that was the basis for Global Gladiators and Cool Spot. The Jungle Book has the same kind of super-slick scroll routines as its predecessors, and his Mowgli the man cub running around the screen, shooting (bananas this time) and jumping in much the same style as the previous games.

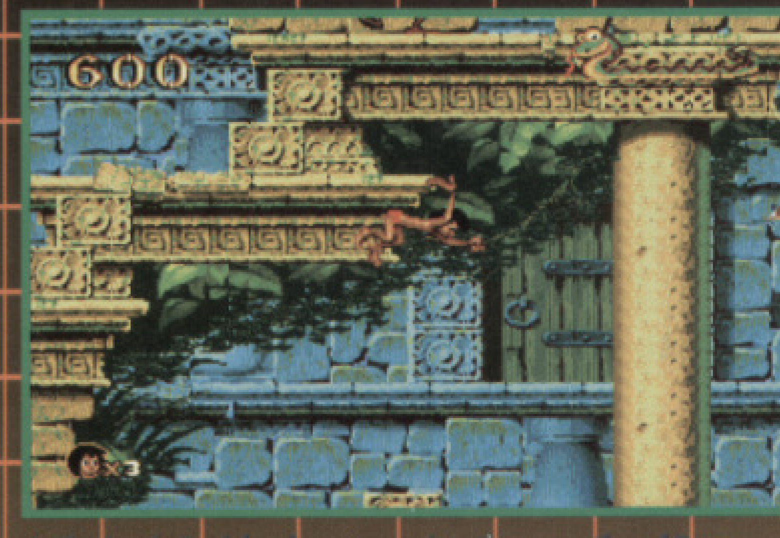
THE BEAR NECESSITIES

Virgin Games have employed their own skilled sound department to provide the soundtrack for The Jungle Book. A vast range of awesome samples create an excellent atmosphere — even the monkeys have several sampled whoops! The music, though, is the main attraction. Virgin have used some of the strangest synthesized instruments ever to re-create top Jungle Book numbers like Bear Necessities!

DAVE PERRY CARTOGRAPHY

Virgin Games have put their top coding talent, Dave Perry, on the job for The Jungle Book. Check out the cartography on the next page for details of his previous efforts.





▲ The Jungle Book has far more variety than any other of Dave Perry's previous games, including the addition of swinging vines!



▲ As you can see, the graphics on The Jungle Book are absolutely outstanding. The game is fast and polished even at this very early stage. Look out for this one...

THE TERMINATOR

The initial Megadrive outing for Mr Perry and one of their biggest sellers. Outstanding graphics and sound abound, but the game's way too easy. Even novice gamers were finishing it in around 20 minutes...

OVERALL: 43%

GLOBAL GLADIATORS

Perry created the slick graphics engine that is his trademark with Global Gladiators: an enjoyable platform game, very smooth and very fast. But there's not really much to do and once again it's a bit easy...

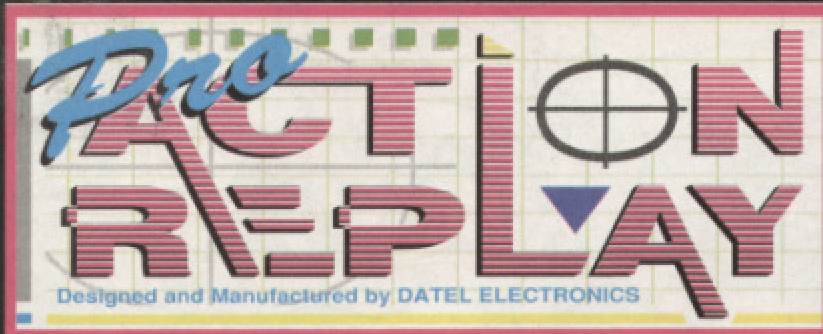
OVERALL: 80%

COOL SPOT

7-Up's cool character hits the Megadrive in real style. More graphics and more variety than Global Gladiators, but does suffer ever-so-slightly from a lack of different things to do. Still, its mega playability more than makes up for it.

OVERALL: 90%

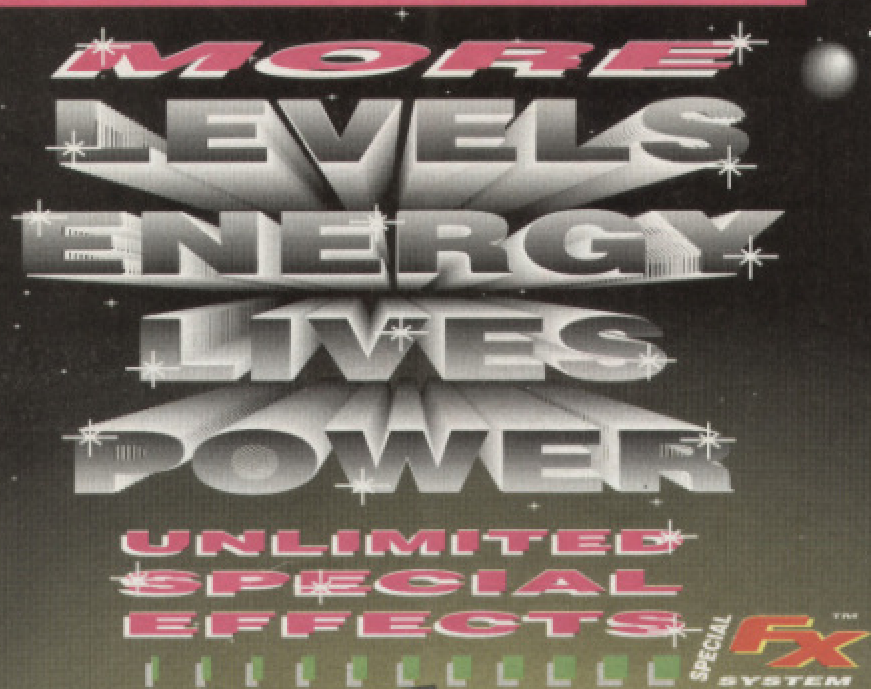
▲ Vines are the main links between major parts of each level. This is the Great T[illegible] level.



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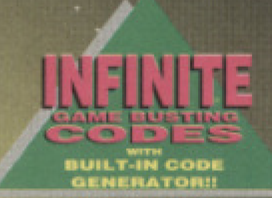
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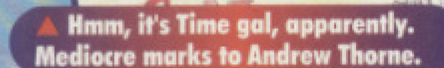
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MEAN YOB

Andy's sitting next to me playing a game while I'm writing this. It's very slick and polished and the company who produced it thinks it's absolutely brilliant. However, it's crap. It's yet another rehased old genre of the sort that we've seen a million times before. There are few original features and its music is really cheesing me off. I'm not going to tell you what it is - you'll just have to guess. I'll just get on answering your letters, which is infinitely more fun. If you've got anything to say, why not write in. The address is: KNEE FAN LOCKS BALL STEWARD BAR MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.


▲ Hmm, it's Time gal, apparently. Mediocre marks to Andrew Thorne.

AGGGH NO! ANOTHER LAUNCH

Dear YOB
As I am about to publish a Megadrive magazine at school, could you answer my question: How do you produce screenshots? Your reply will be extremely appreciated if you print this letter in your next mag.
Geoff Wood, Solihull, West Midlands

YOB:Coming from the barren wastelands of the Midlands, you probably won't be able to afford the expensive Macintosh technology we use to grab screens and will therefore have to rely on cameras like we did back in the olden days. You need a dark room - not much of a problem I should imagine because Birmingham has yet to be conneced to the National grid - and a camera capable of taking pictures at 1/16th of a second or slower (any faster and you get roll bars because of the way monitors flicker). You also need a tripod to keep the camera steady otherwise your pictures will be blurred. Hope that helps. And send me a copy of the magazine when it's finished.

▲ Yes indeed, derek Cheung. SF2 is coming soon - in turbo form too!!!

TICKLE ON THE TUM

Dear YOB
I am fed up with older people going against video games. My mum is always saying, "You'll have no brain one of these days, playing these games all the time". She actually thinks I'll go brain-dead. No chance! Do you know why adults think games are a bad influence? In one of the papers they said that games can make you violent. Who cares? Us games players are in a world of our own. Do you agree?
Martin Crozier, Pegswood, Northumberland

:YOB:No.

WRIST SPANNER

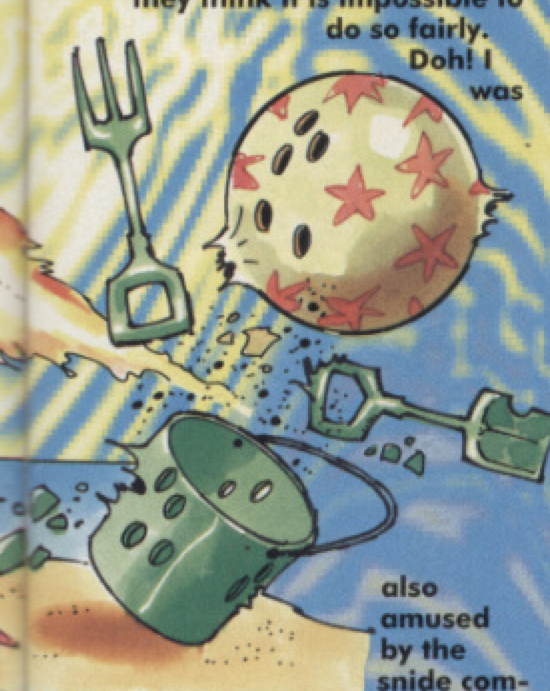
Dear YOB
You know, YOB me old Buddha, it's not easy being a major celebrity as I am. People approach me in the street and ask, "Arnold, Arnold! How do we go about finding the secrets of the Universe?". And I reply, "You mindless gibbons, do you not know of MEAN MACHINES SEGA — the most vital of all organs? Put pen to paper and consult the oracle that is YOB, for he has a large gun, or ask Jazza, for his answering trousers are equally sizeable". I then pull out my Uzi and tell them to be gone. Anyway, do you know what Sega Power have gone and done? They only reviewed the American version of Streetfighter II, hoping to pass it off as the official UK review. Ha! They could not hope to fool me or the mighty YOB either. What's the use of reviewing a game in the USA that is this moment undergoing changes for the UK release. Whatever happens I know I am assured a proper review of the finished game in MEAN MACHINES. How about a poster of M. Bison in a future issue. He's one of the best characters and usually underrated by crap players. I might be back, hasta la vista!



▲ Oisin Tymon of the USA deigned to send us this rather tawdry effort.

Arnie Schwarzenegger, Spelt Wrongly

YOB:The dumb thing is that Sega aren't ever going to ever release that version of the game — it will be Streetfighter II Special Championship Edition — incorporating Street Fighter II Turbo. Even more dumb is that Sega Power have been spouting on for months about their policy of never reviewing products at a company's' headquarters because they think it is impossible to do so fairly. Doh! I was also amused by the snide comments made in Sega Power's sister magazine, Mega about reviewing games early...

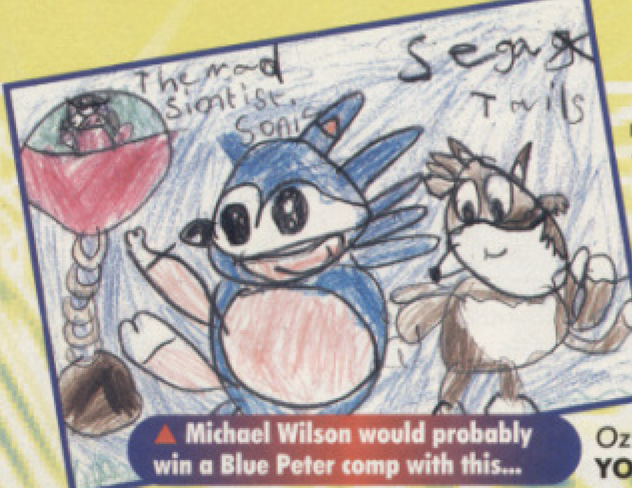


A REVOLTING GIT WRITES

Dear YOB

Hi! My name is Blob-face, the King of Blobby Land. I have the following computers: Megadrive and Mega-CD. There's a fat lard cake at my school called Adrian Faggot (short for fat git) and he thinks that the Super-CD will be better, " 'cause it's got more colours". Then I said, "Yeah, maybe so, but the Mega-CD is a lot faster". Faggot-face still seems to think that colours are more important than speed. Then I invited faggot-face over and showed him the Mega-CD. Then he broke the disc tray! (faggot-face that he is). He said it was an accident. Hmmm, my chin is burning up. Tell the fat git to get lost and get a life! We sued the git 'cause the Mega-CD is a beautiful piece of hardware, and it's useless without the disc tray. I hate him now. Please tell him to get a life, 'cause he's broke my best possession. Yours pleadingly, me.

Oliver Mould, Guildford, Surrey



Michael Wilson would probably win a Blue Peter comp with this...

YOB:What an utterly revolting specimen you are. Mould by name, mouldy by nature. You should take up chainsaw juggling... blindfold.

SOME AUSSIE BLOKE

Dear YOB

I'm an Australian, so please bear with me. Back in issue number five there was a bloke begging for forgiveness in a most parasitical manner, and I'd just like to say it's because before MM Sega there was MM Totally crap! And you know why that is, don't you? Because you based the mag on two things: reviews and adverts. It's embarassing to claim one has any of the issues from before the big split. Have you ever heard of a mag titled 'Electronic Gaming Monthly'. It's loaded with a plethora of amazing previews, but looking at the reviews makes one have an extreme urge to either read your mag or vomit. So the purpose of this letter is to ask you, YOB (your parents weren't fussing about choosing names) to tell the rest of the crew to get their act together and bring us more previews. I'd say try and have a balance of pages for review and preview, OK? Also, the mag is much better due to the absence of Gary Harrod's sad-looking face. Is he now moon-lighting as Mr Bean, Jeremy Beadle or a corgi or something?

*Paul Hogan, Kangaroo's *rse, Oz*

YOB:We do as many previews as we can. EGM is an American magazine and it's far easier for them to go and see early versions of games. However, when it comes to previews of British games, we're always first. It's just a matter of geography...



Ho ho. Dessert Strike, geddit? Alas, the anonymous sender won't.

WITHERING VIEWS

Dear YOB

I can't be bothered to creep or insult so I'll get straight to the point. After flicking through some back issues of MEAN MACHINES I happened across the editorial of issue 13, 'where have all the good ideas gone?'. Where indeed? The article in question was tackling the arcade industry specifically, but now it seems that the console industry has basically gone the same way. In these harsh times, £40+ for a video game is not easy to come by, so when a punter does splash out something different from the rest of his/her collection would go down a treat. Flashy graphics and CD-quality sound do not an original game concept make.

Unfortunately, most companies are adopting 'tasty visuals; bugger the gameplay' policies. For example, take a look at Electronic Arts' track record. One of the most innovative and exciting game developers of the past few years. Recently though, we've been getting the return of the sequel syndrome — Madden '93, NHLPA, PGA Tour 2, Road Rash II. All are excellent games, but merely rehashes of previous games. Another example is Capcom (my fave company) —SFII, SF2 '92, Champ Edition, Hyper Fighting etc. Come on! The level of playing safe has reached an all-time high! As your magazine has stated before, the most tired genre is the shoot 'em up. I look around and see Desert Strike/Jungle Strike. Thunderforce IV? It's just Thunderforce III with pretty colours. Hellfire, Gynoug, Zero Wing (cue yawn). They may be good games, but originality is non-existent. And now we have the option to spend £270 for some tired games with funky beats. The most original game I've played for years is Toe Jam and Earl. Surely with all the money that's ploughed into the industry, someone can come up with something new. I don't have any ideas myself, but then, I don't get paid for that. Sorry for all my pessimism, but the whole situation is becoming claustrophobic. Apologies for writing about something I feel strongly about and not the crap that fills 95% of your letters page.

Geoff Denyer, Dorchester, Dorset

Nice effort, Christian Ward, but how about more colour, some flowers...

YOB:No apologies required - you're making an excellent point, similar to the one that Jaz made in the editorial column only last month. New and exciting games are what makes this industry ticks - very few players are going to buy the same old rehashed games over and over again, and some companies are going to find that out the hard way. Sega have the right idea with their new VR add-on and their continued development of the new 32-Bit Saturn console - hopefully those two tasty bits of technology will inspire games designers and programmers into developing some new, original and highly entertaining new games.

BOOOOOOORING

Dear Claire Rayner

I have a problem. Apart from getting addresses mixed up, I live in one of the most boring villages in the world. This village is Sapcote. All we have is an archery shop, a

Post Office, a corner shop, a co-op, a gardening centre (well it's just outside) and a sad primary school. And all I do is play on my Megadrive, so please help me by sending a Mega-CD. Please, I was so desparate I almost wrote to MEAN MACHINES. Mind you, we do have three famous people living here; Bill Maynard (he of Heartbeat fame, though I'm not sad enough to watch it); the great techno fan Stephen Flynn, whose tip you printed last month; and lastly, the living, talking mop Adam Watkins. May I just say your mag is excellent and thank you for the brilliant pics of SFII. Adam Watkins — get a decent haircut you sad burglar.
Phillip Dunn, Sapcote, Leics
CLAIRE:If I had a Mega-CD I'd send one to you, but unfortunately I'm an Agony Aunt who doesn't deal in these things. If you'd written to Mean Machines, they might have been able to help you.

▲ The REAL Mean Yob according to our euro-pal Steven Geeregat.

STRING SHELLEY UP CAMPAIGN!

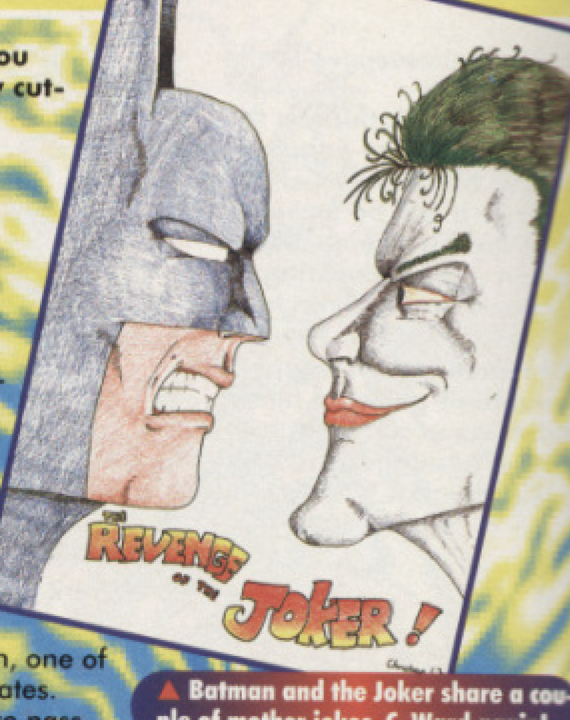
Dear YOB
I feel destiny has compelled me to write to you. Firstly, I have just read the issue of MMS with Mrs Margaret Shelley's letter. Oh dear, if anyone needs counselling it's her. Saying that video games are evil and are equivalent to drinking or taking drugs is quite the most nonsensical statement I have ever heard. Would Mrs Shelley rather these children watched 18-rated films, or buy pornographic magazines? Video games are generally good fun, nobody takes them seriously. I have quite a few games machines, but I don't tend to get an urge to go out and kill people, not to mention the fact most moves are physically impossible to reproduce anyway. Secondly, I am pretty annoyed by the media bias in portraying video games. Each week there is a damning new report on games written by journalists who obviously have no real conception of what they're writing about, and the only people that believe or care about these stories are the people that believe all the Royal scandals.
As for the Night Trap saga, I think that warnings on the box might be a good idea in principle, but will it really stop kids buying games with ratings? It may encourage them just to get an older friend to buy it for them. How many kids under 15 do you know who haven't seen a 15-rated movie? Perhaps the government should concentrate on more important issues, like the economy and unemployment. Then maybe we might be able to afford these games.
Tim Marshall, Ripon, North Yorks
YOB:True...

GET A GRIP

Greetings, yon YOB
Harr! Oi be Cap'n Long John Silver, scourge of three and a half seas. I be walking through Olde England towne many moons ago, and it came to my attentions of this Sega magazine, that be the best on the shelves. It be filled with coverage on the new Mega-CD, and it be featuring 'Jazza' Rignall and the Mean Yob also be there too. Anyways, oi gathered me army of Long Johns and did set sail with full head wind to ye merry old towne of Skegness to lay hands on ye plentiful supplies of this organ. But now I wants to learn more of the delights known as Silpheed VR. I tried to consult old Ma Peggerty and her magic, all-knowing striped bloomers, but she be appearing on Hovis adverts, so yon Mean Yob be my only hope on th' matter. I would shake yon hand, but sadlys ois only got one.
Cap'n Long John, (a ship)
YOB:Spawn of the devil's trumpet begone before I run you through with my trusty cutlass.

NON-STICKY STICKY STUFF

Dear YOB
I'm writing to you because I'm and grounded, and bored because of it. The sorry tale started a month ago. My little brother is two years below me at school. Somehow he found out from mates of mine that I fancied (nay adored) Nicole Leigh, one of my more beautiul classmates. Thoughtfully he decided to pass on rumours of my devotion to Nicole herself, who promptly knocked me back, in a public place. I was humiliated in the eyes of the entire world, and promptly thought of justice and revenge. Now, my kid brother likes a game of Streets of Rage II. In fact, I used to treat him to a 'pretend' version when he annoyed me, but that had to stop when I bruised one of his ribs doing a flying kick off the bunkbeds in our room. So, after my horrible humiliation at his hands, I showed there was no ill-feeling by suggesting we have a two-player cooperative game that evening. Oh, a forgot to mention that I'd just put superglue on his joypad. When we started to play he noticed the stickiness, but I just said I'd spilt some Coke on it. It quickly dawned on him that something more than cola was holding his fingers to the pad. So I had triumphed in the end, and graciously suggested he go and wash it off. But...I must have put on more than I meant to, because he was well and truly stuck. He was shouting every time I tried to prise his fingers away. In the end my Dad found out and had to take him to the casualty dept, where he waited for three hours to get seen to. I'm grounded. Forever.
Septimus, Septimus' bedroom, Exeter
YOB:Here's another sad slice of life bought to you from the YOB Kitchen Sink Drama Dept. You've made your bed - now lie in it O great King goon ass.



▲ Batman and the Joker share a couple of mother jokes. C. Ward again!

SADNESS OF SEXISM

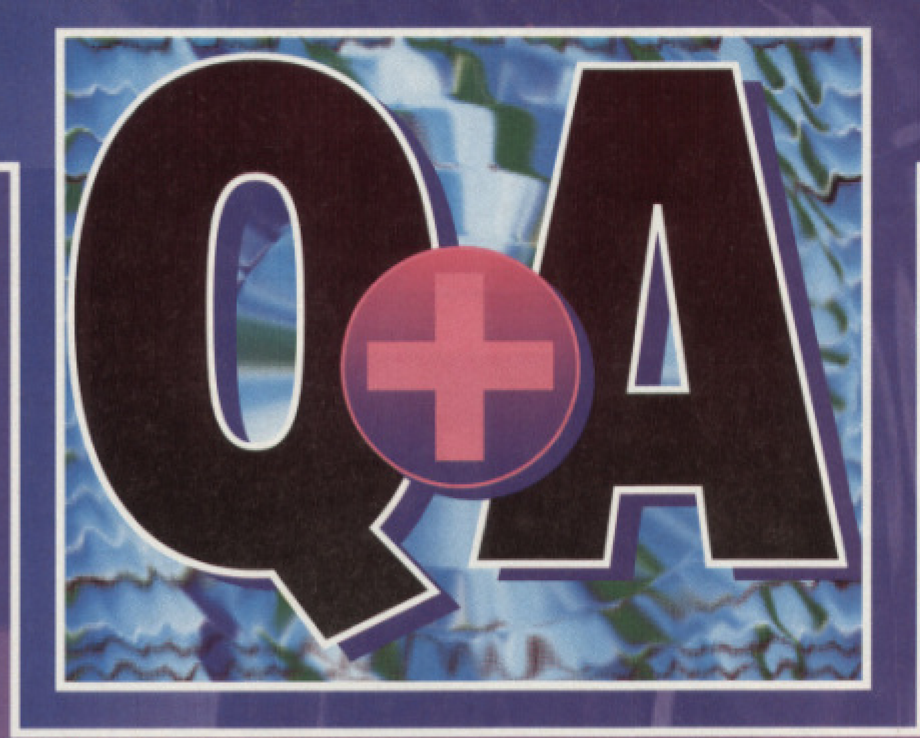
Dear YOB
I must be that rarity amongst readers of being a full-blown woman, not a young lad or girl. You are not the first Sega mag I tried when I got my Megadrive, but I stopped getting the other one, which I won't name, because of my views. You see, it devotes a section of its letters page to 'Pro Girl'. I'm not so stupid as to miss the pun contained there, and using an insulting cut-out of an old ad (the one for a company flogging import convertors which was pulled for being way off) compounded the damage. Who the hell do these spotty teenagers think they are in portraying girls as the knicker-clad bimbos of their sweaty little fantasies. Although people think MEAN MACHINES is a bit immature, I actually think you guys are pretty sound in your views, at least where women are involved.
Karen Iseworth, Blackburn, Yorkshire
YOB:Speaking as a full-blown man, we won't resort to sad, cheap sexism to increase our sales...



▲ Paul Johnson reveals Paul Davies' fave snack - the Gibbon bar!



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THE ORIGINAL
Micro Machines™
SCALE MINIATURES
The ultimate challenge has arrived for the Sega Mega Drive
"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant"
N-FORCE
"Arguably the best race game ever written"
Neil West, 92% Mega magazine
"One of the best and most original games ever"
Look-In
93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"
Games Master magazine
MEGA GAME
16-BIT CARTRIDGE
97 PERCENT PLAYABILITY
Mean Machines Sega
IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?
soon for MASTER SYSTEM and GAME GEAR
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I've just been watching Chavvy Harrod and Rich-e-boy playing Streetfighter II in the games room, and their mindless mid-fight banter reminded me that it was time to reply to your fine questions. So with my freshly-pressed special 25th anniversary answering trousers at the ready it's time once again to delve into the mailbag and sort out your queries. If you've got anything - and I mean anything - you need to know, write in to me at: AND WHEN I LIFT THIS BALL UP I CAN SEE THE CHURCH CLOCK MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.


▲ The cops shoot off in Streets of Rage II

LOCKS

Dear Jaz
I have some questions for you concerning the Mega-CD.
1. Can the Mega-CD play ordinary music CDs?
2. I have heard that the Mega-CD can play films on CD; Top Gun for example. Is this true?
3. Can the Mega-CD play ordinary VHS videos?
4. When will the Mega-CD come down in price?
Mark Gilbert, London

JAZ: 1. As they say in the positive vernacular, yep. 2. Nope, as they say in the negative vernacular. 3. Unfortunately not. Neither does it play 78's. Or 8-track tapes. 4. Well, at the moment it doesn't look like it will. Apparently, the 'cut down' Mega-CD II will cost about the same price as the current Mega-CD. Doh! We'll let you know as soon as we have a definite price.

TICKLES

Dear Jaz
Help! I've had Rings of Power for a fortnight and it's driving me silly. I know it's not the most highly-rated game ever, but it was only £20 and I'm determined to finish it. The problem is I can't find the sextant. I'm presently at the Waterfall to the east of Speed, and west of the Cathedral. I've been all over the area by foot and boat, but the sextant adamantly refuses to to show itself. It's getting to the point where I'm looking for people to fight, just to relieve the monotony. For the sake of my mental health, where is it?
T. Riley, Liverpool

JAZ: It drove me silly too. Whoop! Whoop! Whoop!

BALL

Dear Jaz
Please answer the following questions:
1. Is WWF Royal Rumble coming out for the Megadrive?
2. Is Zelda 3 coming out?
3. When will 'Dizzy the egg' be officially released?
4. Is Dynablaster coming out?
5. Is there a game similar to Super Mario Kart coming out?
Neil Hales, Walsall

JAZ:1. Yes. 2. Following a sharp intake of breath and an exasperated sign akin to the sort you'd make when confronted with a gimboid question, Jazza, through gritted teeth, answered, 'it isn't'. 3. September. And I really can't wait. Honest. Anyway, why can't Code Masters release Dizzy Gets Chucked into a Razor Sharp Shredding Machine and Gets Turned into Mush? 4. Not at the moment. 5. No.



HIT

Dear Jaz
Would you be so gracious as to answer my little queries?
1. Is it true that Streets of Rage III will be Sega's first 24 Meg cartridge?
2. How much will Champion Edition and Mortal Kombat cost when released?
3. Will the Capcom coin-op Knights of the Round be converted to console?
4. For one of your features, could you do an arcade guide to Mortal Kombat or SFII Hyper Fighting? Lots of readers including myself would love to know how to do all the special





moves?
Matt Bruch, Bingham, Notts
JAZ:1. Streetfighter II looks as though it'll be the first. So put out the flags and play a big trombone in readiness for the great day. 2. Mortal Kombat looks as though it'll cost £49.99. Streetfighter II hasn't got a price yet — but I reckon it'll be pretty expensive. More info when I have it. 3. Let's hope not, eh? 4. Watch this space.

TESS

Dear Jaz
I have been getting your fab mag for a long time, so could you answer these questions for me.
1. What is the crappiest game you have ever played?
2. What is the best coolest, most brilliant game you have ever played on the Megadrive and Mega-CD?
3. Which company do you think makes the best games?
To my brother Andrew — keep your mitts off my Sega!
Philip Bell, Ryton, Tyne and Wear
JAZ:1. I can't quite remember its name — it was something like Robobolt. It doesn't really matter — I reviewed it when I was working on an old Commodore 64 magazine called ZZAP! 64 and gave it 2%. It was utter crap. 2. PGA II. It's true — I've played this more than any other Megadrive game. The controls and gameplay are amongst the most perfect I've ever experienced. 3. EA is the most prevalent company in my all-time fave games list.

KNEE

Dear Jaz
After seeing you on Games World and spotting you were sporting a skill Neath top, I decided I would have to write in with a few questions.
1. Any more news on Rocket Knight Adventures, as I wet myself with excitement after seeing the screenshots?
2. In a crappy publication (Mega Action) it is stated that SFII only has 16 colours on screen. Is this true?
3. If yes, why don't these use the maximum 64 colour pallette?
4. Why is Balrog yellow on the Megadrive version?
5. In Mega they claim the Mega-CD does not have scaling or rotational hardware. Is this true?
6. Could you tell your sister publication Megatech not to feature the gatefold reviews, as they fall out the mag!
Gavin Richards, Tonyrefail, Mid-Glamorgan
JAZ: Ah my fave Neath top. I'll have to get a new one when next season starts! Anyway. 1. Read the review and go with the flow. 2. Whaddaya think? You buy a mag for peanuts and you get a load of monkey drivel. 3. Ba-roog-ah! 4. A bit of jaundice methinks. 5. No. They obviously haven't seen Thunderhawk. 6. Alright.

BULLS

Dear Jaz
I'm bored — so what do I do? I write a letter to Brains, asking for a few questions to be answered.
1. What exactly is the job of a Games Designer? Is it along the same lines of an artist's?
2. Will Sega's forthcoming Silpheed VR be faster than Starwing? I have seen Starwing and played it. It beats the crap out of any SNES or Sega games.
3. Will we see any racing games like F-Zero on the Mega-CD?
4. Last, but not least, has anybody out there got Fantasia second birthday celebration? I have — it's brill!
Mr O'Neill, Gosport
JAZ:1. A games designer designs games — where everything goes, how it works, where hidden bonuses are, time limits, score... absolutely everything. 2. Silpheed is slightly slower than Starwing, but has far more polygons and is technically much better. 3. Possibly. 4. You must be bored...

KING

Dear Jaz
I have been to my local arcades and played a game called Vendetta.
1. Are there any plans to release Vendetta on the Megadrive?
2. If so, when?
3. What do you think of it? I think it's excellent!
Darren Conley, Eston, Middlesbrough
JAZ:1. Not at the moment. 2. Looks unlikely. 3. Nob.

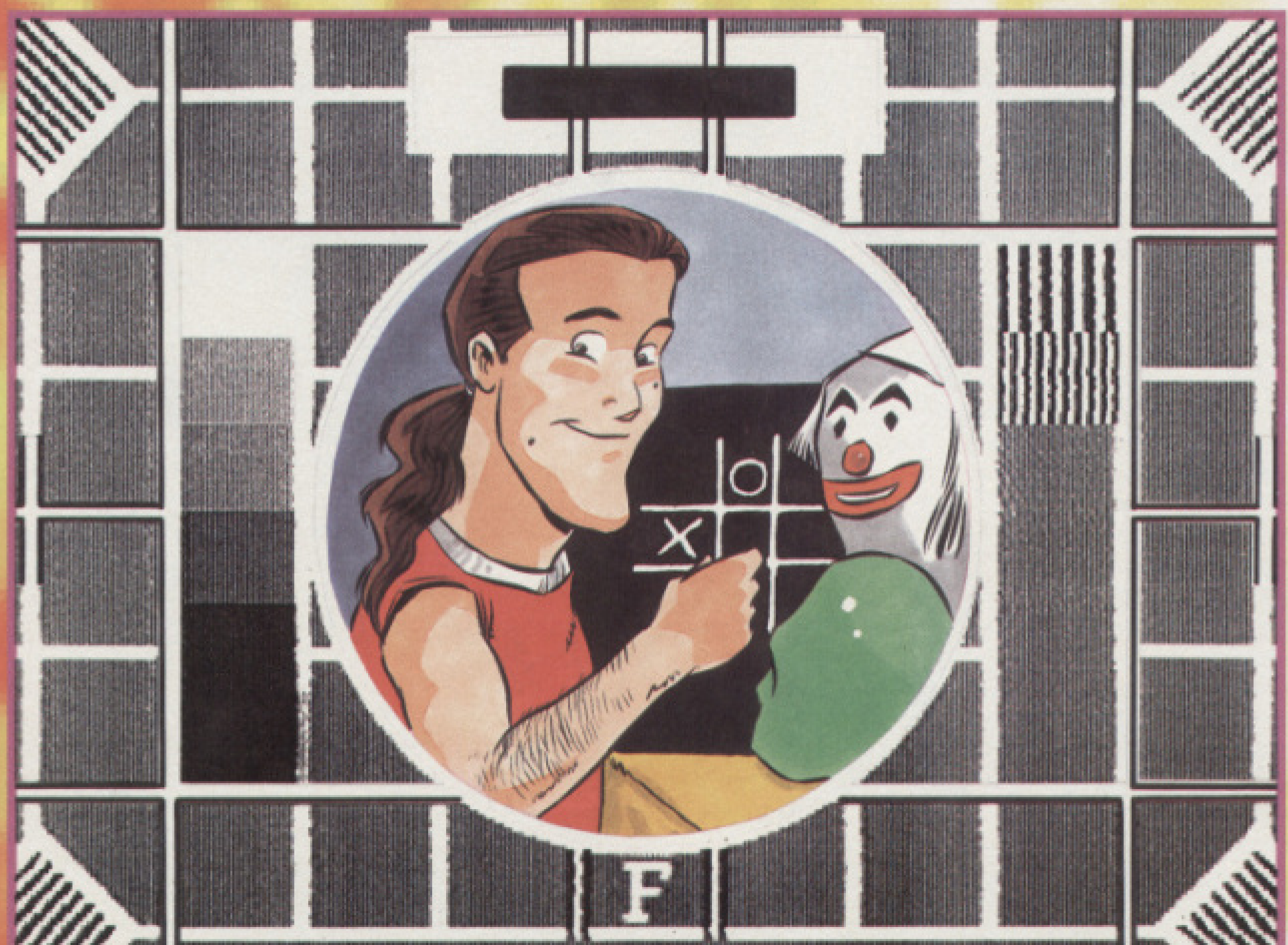
FAN

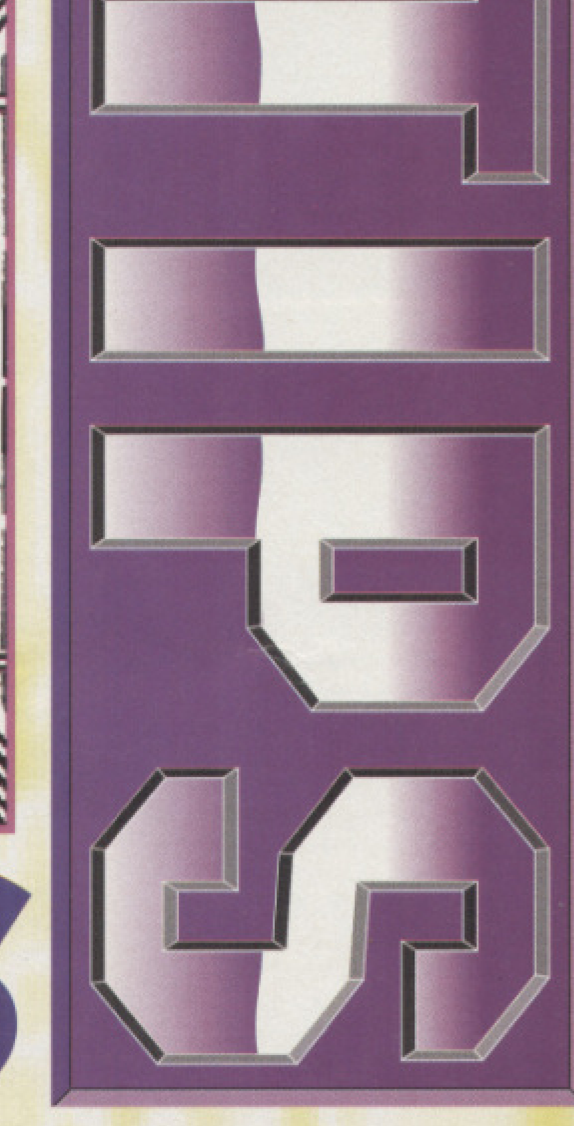
Dear Jaz
Please can you answer my questions about games for the Megadrive?
1. Is Fatal Fury any good?
2. Who will Sonic 3 have in it apart from Sonic, Tails, and Dr Robotnik?
3. Will Liverpool in Europe come out for the Megadrive?
I buy your mag every month, and it's brill.
Thomas Craze, Redruth
JAZ:1. Not really. 2. Hammy the Hamster, Fanny the Rat and GP the Guinea Pig. 3. No.

FUR

Dear Jaz
I had a spare stamp, so I thought I may as well write out my questions to the only mag that can answer them. So here they are.
1. Is it true that Sega's version of the Super FX chip will be 100 times faster?
2. If so, will this give the Megadrive Mode 7 and better quality sound?
3. When will Capcom stop bringing us versions of SFII and start on SFIII?
4. Will Sega use fluid animation in games like SOR III, that have been used in Delphine games like Flashback?
James Roberts, Worthing, Sussex
JAZ: 1. No. 2. Binky the Cat went up the garden path. 3. When they finish the arcade game I should wager. At the moment they're working on Streetfighter II: Trombone Edition, the sequel to Streetfighter II: Hyperfighting which gives each character special musical instrument moves with which to wreak death and destruction on your opponent. 4. Eventually, yes.









THE GREAT INDOORS TIPS SECTION

It's summertime and still there are those of us spending time indoors, puzzling over the next move in some game or another! Still it's no less foolish than sitting on doorsteps, trying to catch a bit of sun in the pouring rain and getting soaked instead! There's been a Flashback frenzy this month and a wildly animated response to Konami's classic Tiny Toons, in both cases this has presented us with loads of useful passcodes and tips. We've even a tip for the menacer! The tips are so good at the moment that there's only your weird 'alternative' suggestions to separate their quality and earn the prizes! Keep them coming to:

I'M SO WEIRD I NEED £150 WORTH OF SOFTWARE JUST TO SURVIVE!, TIPS SECTION, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.

AFTER BURNER II

Seeing as After Burner III on the Mega-CD is such a disgrace, Andrew and Claire Dixon have seen fit to remind us all of the level select for the superior After Burner II. On the START/ OPTIONS screen press and hold the A, B and C buttons then press START to access this.





ANOTHER WORLD

Not wanting Flashback to feel left out, or Simon Shan to feel like he's wasted his time, here are the level codes for Another World on the Megadrive.

Level 2: HTDC
Level 3: CLLD
Level 4: LBKG
Level 5: XDDJ
Level 6: FXLC
Level 7: KLFB
Level 9: BFLX
Level 10: BRTD
Level 11: TFBB
Level 12: TXHF
Level 13: CKJL
Level 14: LFCK



CHAKAN THE FOREVER MAN

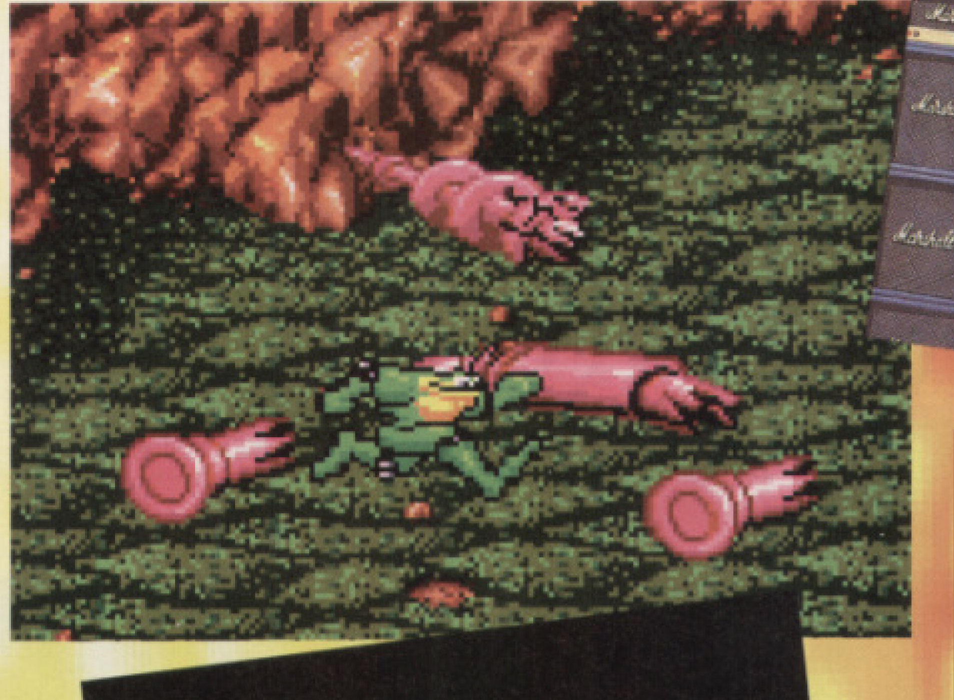
Much time and trouble is saved when Paul Redford's cheat for Chakan the Forever Man is used, transporting the undead-dude to the beginning of the Elemental Zones with all weapons and spells. This is achieved by taking Chakan to the platform above the air portal in PRACTICE MODE and having him create a passage spell.

CRUE BALL

You've heard of Davey Jones' locker, well this is *Richard* Jones' *rocker* of a tip for Crue Ball — an okay, Megadrive Pinball game featuring music by Motley Crue. By listening to level 6 on the sound test and pressing A, C, A, B then START it is now possible to advance levels by pressing B and UP once the game is started.

BATTLETOADS

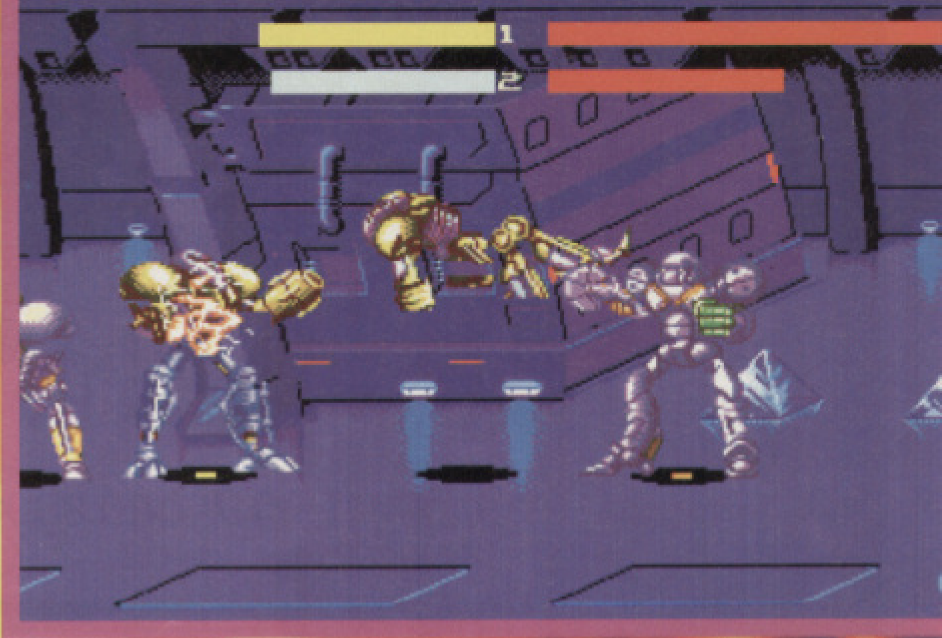
David Haslam has an American copy of Battletoads for his Megadrive but his discoveries should work on the British version too. The first is a trick that warps the toads from level three to level five. After killing the rats and the Space Invaders guide the toads onto the Jet Turbo. On the fifth section along there is a warp zone, marked out by white dots. Haslam's second tip is a reminder that all ravens in level two are sources of 1-UPs when kicked enough. Finally it is possible to ride the dragons in level one, using them to attack with fireballs as well as fly.





CYBORG JUSTICE

In support of the players guide in last month's issue, Henrik Bidstrup has discovered s secret option screen! Pause the game whilst playing in Arcade-Mode. By pressing C, B, B, C, C, A, C, B the secret options screen appears!





EURO CLUB SOCCER

Though it's fun playing as your favourite team in Euro Club Soccer, it's great that James Sullivan and Paul Holdham have discovered a way to play as Brazilian or even Argentinean teams — if only to have them lose! James says that, by entering the password screen in simulation mode and simply typing the alphabet followed by the numbers 1 to 9, Argentina or Brazil are at your beck and call. This only lasts for the duration of one match.

FATAL FURY

For unlimited continues on Fatal Fury, press and hold UP on the D-pad and press A, B and C simultaneously on the continue screen. The cheat awards an extra continue each time it is used but only nine are displayed on screen. Cheers to Owen McCarthy and Ryan Lynch for that.

MEGALOMANIA

This is an excellent cheat for Megalomania on the Megadrive from Alan Patten, Merseyside. It allows players to retain the amount of men on an island whilst increasing the amount of men that are carried over to the next. This is all achieved by selecting as many men as possible from the man pool, placing them on an island then quickly decreasing the number of people on the island back to zero. It's spawny, but it works!



FLASHBACK

Look at this long list of names! Each and every one of these people has completed Flashback on its hardest difficulty setting and sent in the level codes to prove it! Where were you in all this excitement, eh!?

EASY
PIXEL
BETSY
PANCHO
STUDIO
TOHO
AKANE
INCBIN
CYGNUS

NORMAL
FALCON
DATA
MILORD
QUICKLY
BIJOU
BUBBLE
CLIP
CYGNUS

EXPERT
CLIO
ACRTC
BLOB
STUN
MIMOLO
HECTOR
KALIMA
CYGNUS





The Flashback Hall of Fame: MK Astill, Graham Bennett, Tom Bland, Napoleon Boneparte, John Borromeo, Lee Browne, Peter Chetwynd, Stephen Childs, Gareth Crabb, S Crane, Paul Croll, James Digby, Bruce Edwards, Andrew Flood, Neil Foster, Ray Franklin, Atif Ghaffar, Steve Hall, Neil Handbaker, S Harris, Christian Hill, Colin Hounsome, Richard Howse, Stephen King, Gary Kings, Steven Leek, Darren Page, Stephen O'Shea, Gary Peck, Christopher Leach, 'Little and Large', Ben 'Jammin' Maguire, Colin McDonald, Lee Conrad Morris, David North, Nouri and Stu, Steve Preston, Lee Stephen Redman, Peter Richards, Phil Riozzi, Steve R, Ian Ronald, David Rose, Michael Rowlands, Wesley Sallis, Simon Seymour, Martin Smith, Nick Smitheram, Brian Stopford, Anthony Ward, Dominic Williams, Stephen Wren, Allan Wright. Phew!

FLASHBACK

Stephen May has this to finalise the Flashback discoveries for this month. By entering PIXEL as the code this makes all the enemies disappear.



HUGE MUSCLES FAST

NEW! Fastest
and best
to buil
and s
wei
m
home

Just 20
wn
que.

RESULTS IN 28 DA

rks!

For FREE inform

The Muscle U sity,

Dept. 69, 114a Brittain St., Bells End, Chesh e CL C10

SEGA

YOU'LL NEED 'EM TO PLAY FINAL FIGHT ON MEGA CD

"...forget Street Fighter II. THIS is the best coin-op conversion ever...95%" CVG.
"...buy a Mega CD and this game and you won't feel cheated...94%" Megatech.





NHLPA HOCKEY '93

Sometimes the best tip amounts to nothing more than an all-out cheat! This is Neil Ingoe's way of thinking, at least and he's provided the winning solution to all matches in NHLPA '93.

1: Select a team to play at their home ground.
2: Go to the scoreboard screen.
3: Plug the controller into PORT 2.
4: Select 'Change Goalie' — the oppositions keepers are listed here.
5: Choose no keeper for the opposition. (yuk, yuk!)
6: Return to the scoreboard.
7: Plug the controller back into PORT 1.
8: Start the game and stuff the opposition!

ROAD RASH II

Brian Doyle supplied us with this list of Road Rash II codes that give access to all levels with the Wild Thing bike.

Level 1: 0IC8 IV0L
Level 2: 0IC8 2V0M
Level 3: 0IC8 3V0M
Level 4: 0IC8 4V0O
Level 5: 0IC8 5V0P

Brian also draws our attention to the similarity of the codes. Fascinating.



POWER BALL

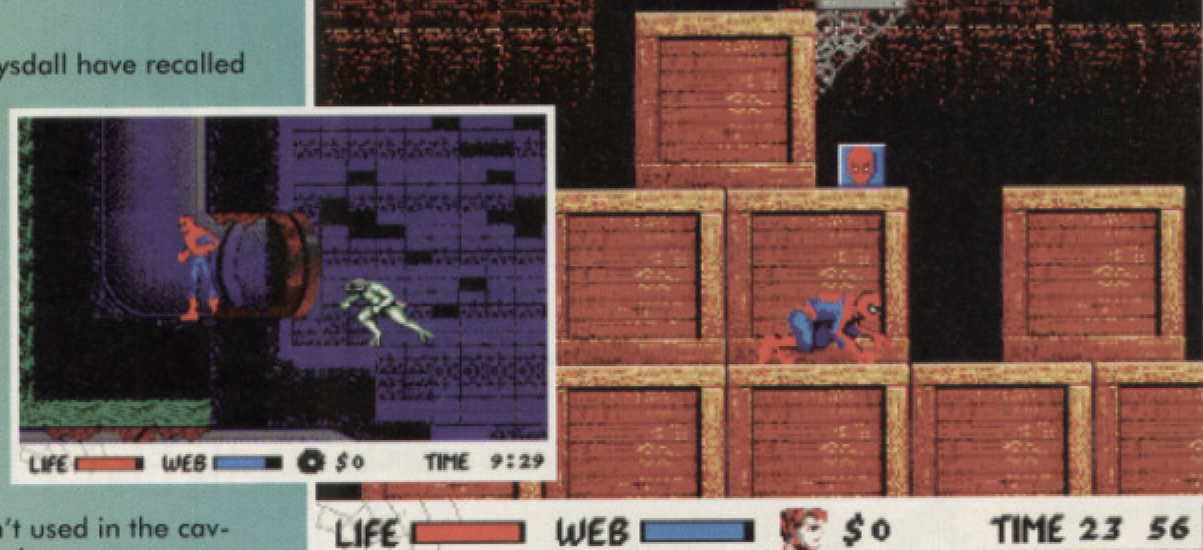
Good crikey and all that! This Speedball II clone's positively Jurassic! However Barrie McBride has taken his trowel and unearthed this cheat to reveal four new teams — Mexico, Germany, Canada and France. It is achieved by pausing the game on the Team Select screen then pressing B, B, C, B, B then C. There is the sound of a bell which indicates that the cheat has worked.

RAMBO III

It's getting like 'Tips we've known and loved' this month, isn't it! Well there's a perfectly good excuse for running this one at least, as Rambo III is now available for just £19.99! Stuart Kidmore sent us this set of instructions for extra lives, arrows and bombs found in level three. At the end of the level, destroy the wall then ignore it. Guide Rambo to the right of the screen and then bring him down to take out the knife-man in the bush. By killing him 26 times (!) Rambo earns 99 arrows, bombs and nine lives not to mention loads of points.

SPIDERMAN

The combined efforts of James Hale and Kevin Tysdall have recalled these Spiderman cheats. Unfortunately they require a second controller. Anyhow, first of all move Spiderman next to the word LEVEL then press and hold the START button on controller II. Now press and hold A, B and C on controller 1. With these buttons depressed, push UP/ RIGHT on controller 1 and three exclamation marks appear to the right of the word level. Upon starting the game more web is obtained by pressing A and life provided by pressing B when the game is paused. C allows five seconds of invincibility. Kevin also added that a level skip is possible in conjunction with this — pressing A, B and C together when the game is paused! However be careful that this isn't used in the caverns as it sets off the bomb and finishes the game!





INCONTINENCE
Pants for
Men & Women
Stay dry.
Protect clothes.
No leaks!
No odours!
Feel safe, sure,
comfortable.
RUBBERNIX LTD
14, Sandy Lane, Puddleston, Herts P15 5SS
SEGA
YOU'LL NEED 'EM TO PLAY NIGHT TRAP ON MEGA CD
"...just for once you can believe all the hype...85%" Mega.
"...must be rated as the biggest game of all time...87%" Sega Pro.
SUITABLE FOR PERSONS OF 15 YEARS AND OVER

TINY TOONS: BUSTER'S HIDDEN TREASURE

As this is such a superb game, we've taken the best hints from all of the letters received and banged them all together. Just as Flashback promoted such a massive response there's a mini, Tiny Toons Hall-of-Fame to follow:

Stage 1:

1: ZMGL, DLLL, DDDD, LDDL, DLGD
2: NBKL, LDDL, DDGL, LLDL, DLVD
2 EXTRA: MNQG, LDLL, LDZL, LLLD, LLNP
3: JNWG, LLLL, LDZD, LLDL, LLNP

Stage 2:

1: PHQK, DLDL, LLWG, DDLD, LLTY
2: YRWB, LDLD, LLQK, LDDL, DDTZ
2 EXTRA A: PJWQ, WDLL, LLQW, KLDL, LDDG
2 EXTRA B: VNQQ, WLDD, DLQW, KDDL, DLDG
3: HHQB, MLDL, LDWB, PDLL, LLMD
4: BNWW, WLLD, DDWQ, BDLL, DDVG
5: KZWW, QLLL, LLQQ, BLDD, DLVG

Stage 3:

1: XNQW, QGLD, DLWQ, QLDD, LDJP
1 EXTRA: YJWW, WBLL, DLWQ, WGDL, LDJH
2: DQWW, WWGL, LLQW, WZDL, LDXZ
3: PJQQ, WWDD, LDQW, WKDL, DLJK
4: ZZWW, WQGD, LDQW, QQDD, DDXQ

Stage 4:

1: DTWW, WWKL, DLQW, QQGD, LLDD
1 EXTRA: NXWW, WQWD, LDQW, QQKD, LDTD
2: PTQW, WQWG, LDWW, QWBD, LLPP
3: HTWQ, QWWG, LDWW, WQQD, DLNP

Stage 5:

1: JTQW, WWQK, LDQQ, WQQG, LLNY
2: HXQQ, QQWB, LLWQ, WQQK, DDNZ

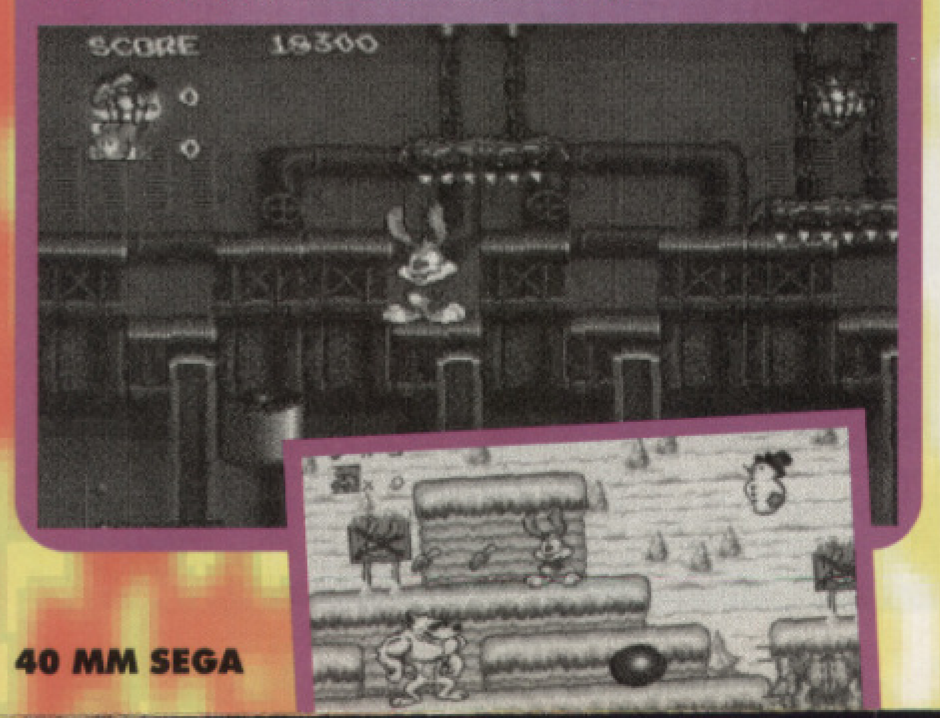
Stage 6:

1: XQQW, WQQQ, GLQQ, QWWW, LDZQ
2: HDQQ, WQQW, GLWW, WWQW, DLZQ
2 EXTRA: BQWQ, WWWQ, BDWW, QWQQ, GDPD
3: TDQQ, QQQQ, QDWW, WQWQ, YLTD
4: YTQQ, QQQQ, QDQQ, QQQW, BLDG
5: KGWQ, WWWW, QGQW, WQQQ, QDRP

Stage 7:

DPQW, WWWQ, WKWQ, QQWQ, WGRY

The 'EXTRA's referred to are the levels requiring a revisit when Gogo Dodo is tapping his foot. Andrew Gallagher is the top geezer who supplied the most complete list of codes however this is a list of other, hard-working contributors:
Adam Bewes, Andrew Clark, D Cassidy, Dominic Cavanagh, Ian Harper, Andrew Hickinbotton, Stuart Lee, Adam Nemenyi, Tuarach, Paul Wickens (sorry we couldn't use your maps)



WORLD OF ILLUSION

World of Illusion for the Megadrive isn't difficult but it's incredible all the same! Richard Gillingham has saved us all the trouble of compiling the full list of passcodes for all the amazing stages.

Two-player game:

Level 2: K of S, K of H, Q of S, K of C
Level 3: K of D, Q of S, K of H, Q of H
Level 4: K of C, Q of S, K of D, Q of H
Level 5: K of S, K of C, K of D, Q of H

One-player Donald:

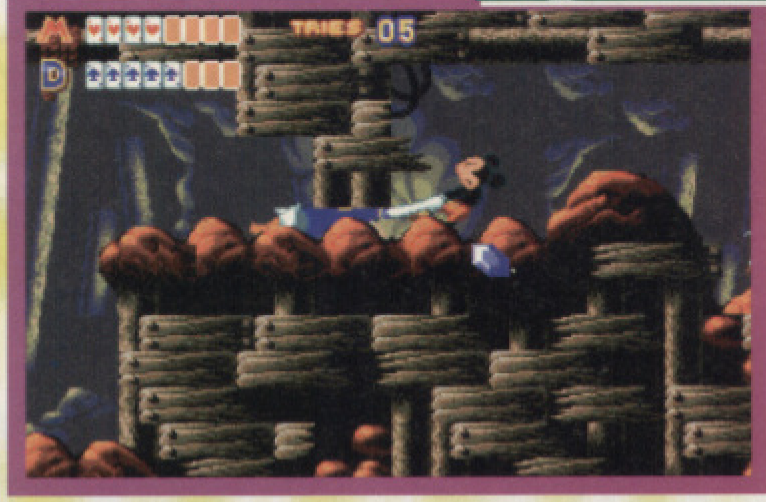
Level 2: K of S, K of D, K of C, Q of S
Level 3: K of C, K of H, Q of H, K of S
Level 4: Q of H, K of D, K of H, K of S
Level 5: K of S, K of H, K of C, K of D

One-player Mickey:

Level 2: K of C, Q of H, K of H, K of D
Level 3: K of H, K of S, K of D, Q of S
Level 4: Q of H, K of D, K of S, K of C
Level 5: K of D, K of C, K of H, K of S



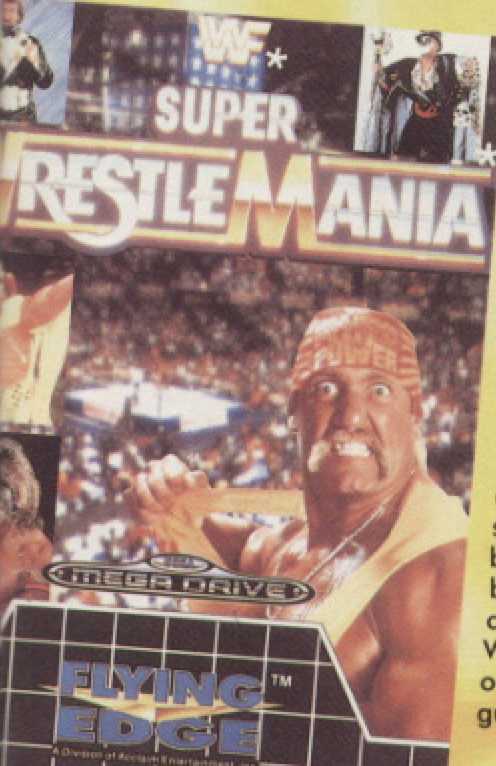
MASTER







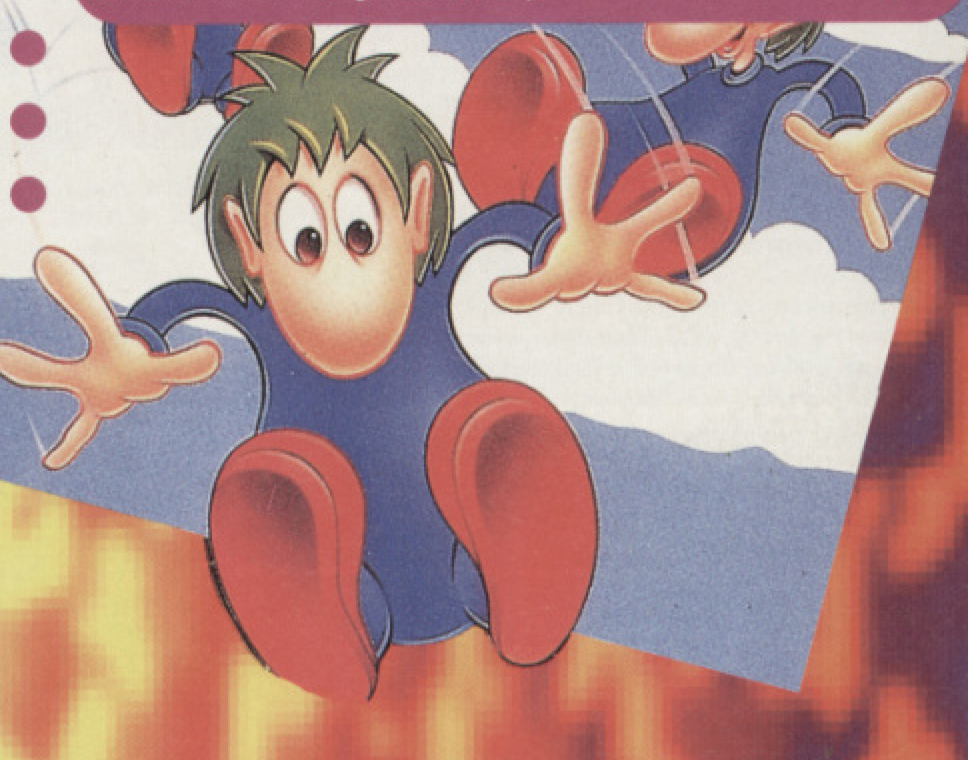
WWF WRESTLEMANIA



This tip which allows players to win every time, without fail, is supplied by David Anderson from Wiltshire. It might seem cack, but it works nonetheless. By luring your character's opponent out of the ring each time and leading him to the bottom, centre of the screen it is possible to drop-kick the guy into submission then nip back into the ring before the referee counts you both out. With the opponent still out of the ring this guarantees an instant win!

LEMMINGS

You could probably bet on Leigh Evans of Cardiff and Sean Kennedy of Northampton having very sore forefingers and thumbs at the moment. There are two possible explanations:
One: They sent in loads of passcodes for Lemmings that amount to these four, key ones: FUN = PFECXODY. TRICKY = NBUIRDHO. TAXING = DHODZTHP. MAYHEM = WMZTHPFE.
Two: Erm...not enough room, sorry.

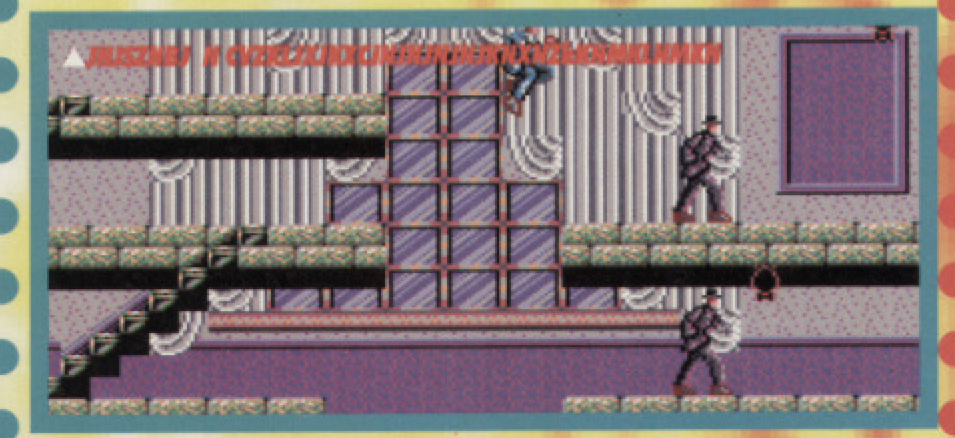


SYSTEM TIPS



MASTER OF DARKNESS

Thankfully Sega have hidden away a secret options screen in this cool, creepy game and Tariq Tarapdar has written in to tell us about it. Once the Master of Darkness logo is on screen, press UP and buttons I and II together. The options screen contains a level select, a choice for invincibility, a sound test and the option of increasing the amount of starting credits. Great or what! By the way, Jason Edwards sussed this one too.



TEDDY BOY

Teddy Boy David Williams has this to offer for Teddy Boy on the Master System: After losing all credits and the Game Over tune is playing, repeatedly press UP, DOWN, LEFT, RIGHT until a continue screen appears. Needless to say this gives you continues... doh!

MEGA-CD TIPS

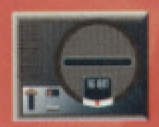


ROAD AVENGER

Andrew Richards makes us sound like a General Hospital with his reference to the MEAN MACHINES staff. So you might say that he's provided the cure for any Road Avenger depression any Mega-CD owners are suffering at present. Then again, you might not! On the title screen push UP to select the options — not DOWN, otherwise it won't work! By pressing A, A, A, A, A, A, a level select is revealed. To pause the game at any time press A, A, A, A, B, A. Finally, to view the whole game without having played it through, push A, A, A, A, A, B. Cheers Andrew!

SHERLOCK HOLMES

Danger! Adam Osborne hasn't so much discovered a cheat for Sherlock Holmes, he's just blown the game all to heck for all those who haven't solved all three cases yet. The culprits are — and, remember you don't have to read this:
Tin Soldier: Pierre Arreau
Mummy's Curse: Phillip Travis
Mystified Murderess: Loretta Nolen





The Land That Tips Remembered

Oh cruel fate that led Lester Chaykin to his laborotory to do some particle experiments on a wet and windy night, and ends up with him dodging strange and feral creatures in 'Another World'. Never fear. Using the same principles that allow the crew to deal with a grumpy Lucy of a Monday morn, we've devised a fool-proof guide to said alternate reality, with those tricky problems unravelled.

Chapter I

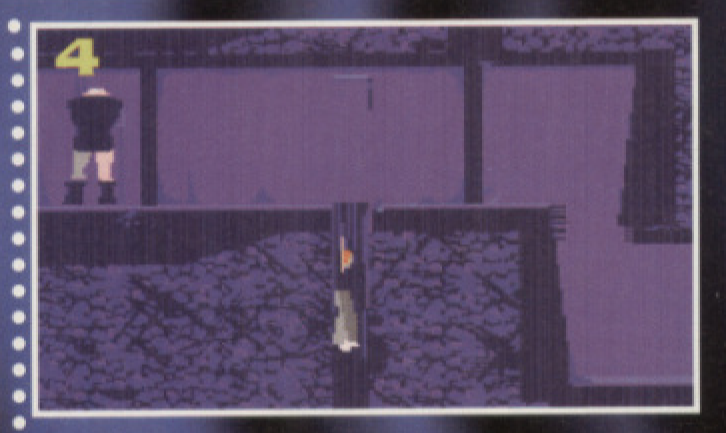


Lester appears in large pool. Move:
1. Up to avoid the tentacles.
2. Down to pull yourself out the pool.
3. Walk right into next screen.



He encounters some squidgy things:
1. Stand still and use B to stamp on the enemies.
2. Watch out for squidgers dropping from the ceiling.
3. Continue right.







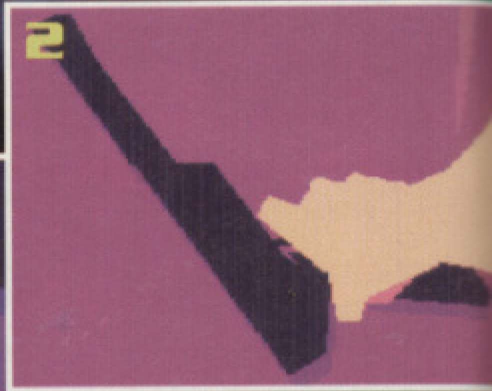


A large beast jumps out!
1.Run left.
2. Jump at vine. Swing and run right.

Chapter II



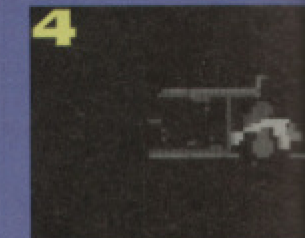




Lester awakes imprisoned.
1. Swing left and right until the cage falls.
2. Bend down to pick up the guard's gun.
3. Run right for two screens and fire at guard.
4. Run halfway into next screen, wait until your friend passes, then start making shields until 'friend' unlocks the door.



Two men in a lift...
1. Go down to the bottom. Make sure you are ahead of 'friend' as you walk into the room.
2. Shoot immediately! Shoot the glowing line in the wall.
3. Travel up one level in the lift. Power up gun to blast door. Walk right and run up slope.
4. 'Friend' opens a hole in the floor for you to fall through.



A dark, scary shaft:
1. Roll left. The first gas trap fires in cycles of ten. The second fires in cycles of two.
2. After dropping roll right. The next two traps fire in single pulses.



Chapter III





All alone before a triple-shield door:

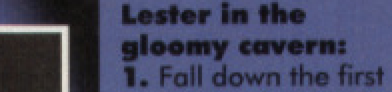
1. Blast through the three doors, then recharge in the chamber to your left.
2. Run right, preparing to waste a baddie two screens away.
3. Jump across the chasm and blast a hole in the cliffside.





Lester in the gloomy cavern:

1. Fall down the first two holes. Run past the falling boulders. Shoot the hanging tentacles and jump the floor-based horrors.
2. Head right, jumping gaps, to blast a thin wall to the right. Where the bat is hanging from the ceiling, shin up the stalactite and return left.
3. Walk to the right of the precarious boulder and use your blaster to topple it.
4. Run up the boulder and run to the right. Blast the wall to release the water.
5. Run left immediately! There are three jumps to make. After the water raises you, move right and blast through the thin wall.



Chapter IV

Kill, kill, kill them all!

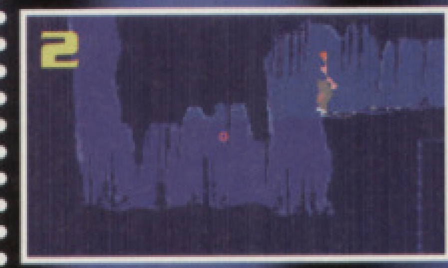
1. Walk right past the waterfall with impunity. Blast the chandelier (this releases 'friend' above). Make a shield at the base of the stairs, then blast the enemy's shield and fire.
1. Go left and up the stairway, then right. Use the shield, blast and fire routine on another guard.
2. Make a forcefield at the doors and walk towards them. The guard rolls a grenade. Step back and the grenade rebounds on him.
3. Fire at the light-fitting to squash a guard. The right time is when his reflection in the nearest globe stops in the centre.
4. Go downstairs. Get roughed up a bit. Kick him in the gonads and dive for your gun. Shoot to kill!
5. Go right. Make shields on either side, and use the blast routine to kill enemies from both directions.





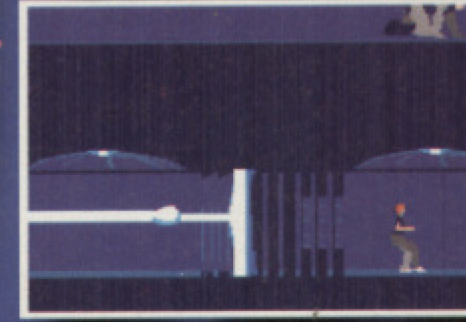


Chapter V



Lester goes pearl-diving...

1. Dive in go down and left, replenish one's air supply.
2. Down again and right. Jump across the floor monsters to shoot the power line.
3. Return to the surface, stopping off for air.



Death n' dash:

1. Run past the crushed guard. Smash the door on the right.
2. Run to the far right, beneath the hole in the ceiling. Keep making shields as you wait for rescue.



What awaits our brave scientist? Will he find somewhere to change his now well-marked underwear? Find out in the second, and very conclusive part of Another World: The Player's Guide. Showing in an issue of MEAN MACHINES next month.

WIN A CALIFORNIAN DREAM

◀ *JHJSZNBJ N CVZKLJXJKXCJNJNJNJNJKNX NZkKNMKLNMKN N, NM JKNJN ,NM MKNM KNM,NMNN NM KJN-JKNNNKMN*

How d'ya fancy the holiday of a life time? As much sand, sea and sunshine as you can take? Imagine swimming or surfing in a clear blue sea or wandering along golden beaches checking out the views (especially the ones in skimpy swimming gear!). Heaven or what?

Well, to celebrate the success of one of the platform sensations of the year — Cool Spot on the Megadrive — Virgin Games have dug deep into their pockets and are splashing out a fortune to send one of our lucky readers and a parent, guardian or mate (provided they're over 18) to Cool Spot country itself — sunny California! And the gob-smacking marvels don't stop there.

To also toast the imminent release of their Disney titles — Jungle Book and Aladdin, which are both looking like pretty sumptuous platform games so far — Virgin are also picking up the tab for that same couple to swan off to the wonderful Disney Land for the day as well! Mind-boggling stuff!

The lucky winner will be flown from Britain on a date to be arranged, to the City of Angels. From the Los Angeles airport, they will whisked off to a luxury hotel in the fabulous Californian suburb — Irvine, when they will be free to explore all those American marvels they've heard about — but never dreamt they'd see. And don't despair if you're not in the running for a holiday because 10 runners-up will each receive a splendiferous Cool Spot goody bag, each containing a T-shirt, frisbee, badges and much, much more. Phew!

WHAT TO DO, WHAT TO DO!

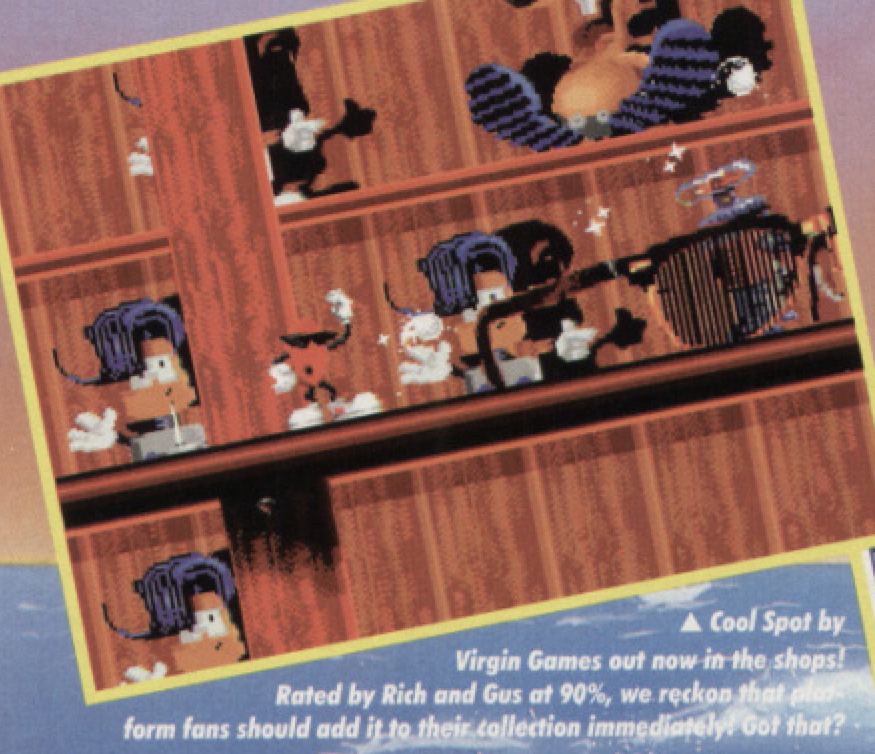
All you have to do to win one of these splendiferous prizes is answer the three following questions:

1. What is the freezing point of water in centigrade?
2. With what does Cool Spot kill his foes?
3. Which American state is Disney Land in?

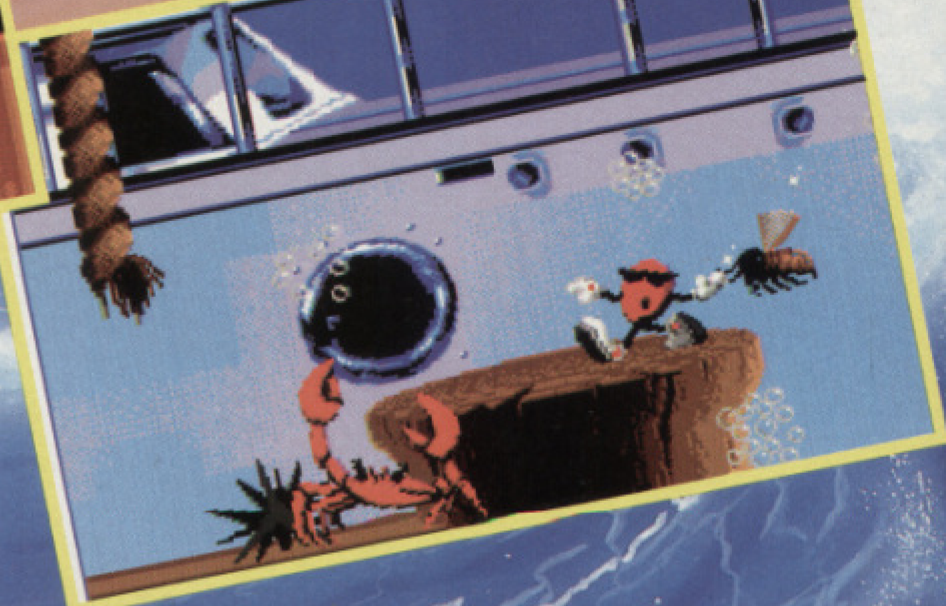
Of course, a competition isn't a competition without the obligatory tie-break question, so without further ado, complete the following sentence in no more than 15 words;

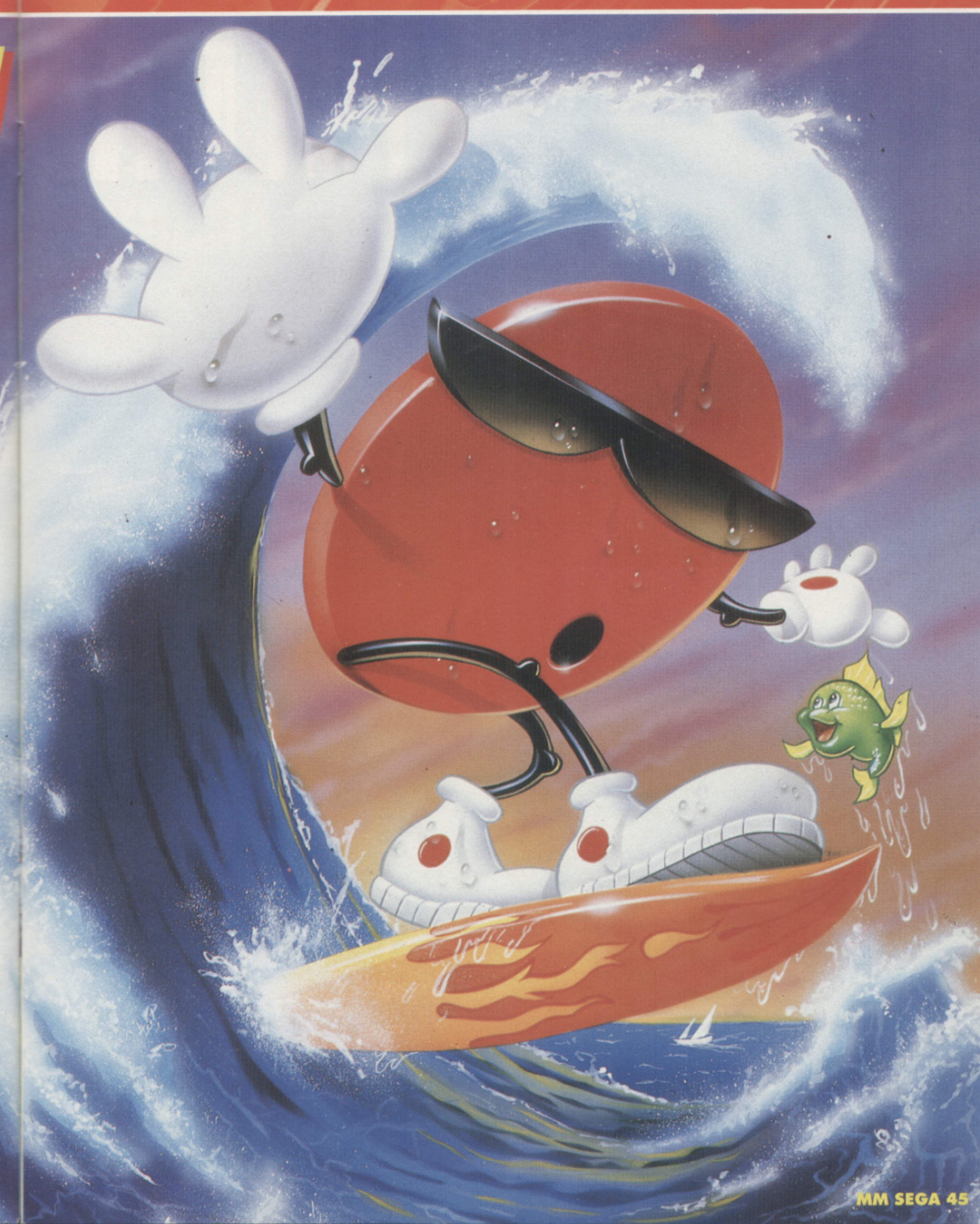
I'm so cool because...

Slap your answers on a postcard and send them post haste to: COOL SPOT COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30 - 32 FARRINGDON LANE, LONDON, EC1R 3AU. Answers must be in by August 30 or you've got no chance of anything what so ever. At all. Zilch. No one who works for EMAP Images and Virgin Games or their relatives are allowed to enter. Oh, and the editor's decision is final.



▲ Cool Spot by Virgin Games out now in the shops! Rated by Rich and Gus at 90%, we reckon that platform fans should add it to their collection immediately! Got that?

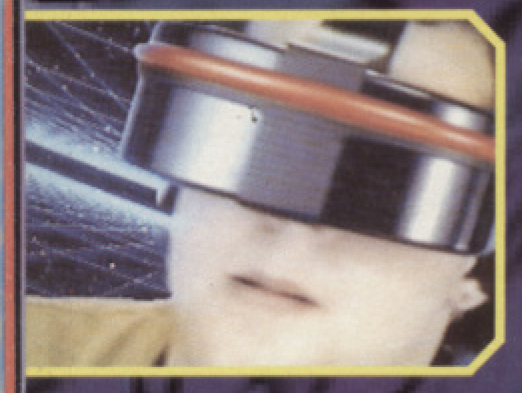




VIRTUAL ARRIVES AT HOME

CYBERPUNK — OR BUCKETHEAD?

Virtual Reality — it has the potential to be the biggest innovation since Television; or the biggest crap fad since breakdancing or body-popping. In fact, it's much more likely to be the former, since most people that come into contact with VR think it's the best thing since sliced bread. This feature intends to be a fool's crib-sheet to VR. So learn! About headsets, cyberpunks, teledildonics and Sega VR; the first home Virtuality system — for the Megadrive! — to be launched this year.



WHAT IS VIRTUALITY?

If you're standing with a bucket on your head playing Dactyl Nightmare, it's pretty easy to realise you're in Virtual Reality. However, finding a written definition is harder, since Virtuality has spawned all sorts of fringe things in the realm of video and film. Virtuality involves the creation of an alternate reality, by manipulation of the five senses. Ideally you should see, hear and touch this false world by the aid of computers. 'Virtual Reality' at present is this alternate world displayed through a visual head-set with stereo sound, and controlled through a glove or trigger. The wider term 'Virtuality' covers a broader field than that, where technology attempts to create a believable other world, be might display it on a normal television or film screen (eg. Sega's Virtua Racing, The Lawnmower Man).

Virtual Worlds, a collection of the aged Freescape games Incentive Software developed primarily for the 8-bit systems.

VIRTUAL HISTORY

1967
Prof. Ivan Sutherland of the University of North Carolina demonstrates apparatus that involves computer images being displayed through an enclosed headset. First primitive VR engine.

1970s
Development of CAD (Computer Aided Design) in engineering and Architecture´, using 3D computer models. Replaces expensive real models of projects with Virtual ones.

1985
NASA unveil first real virtuality engine. Their system is cheap — made by customising two mini-TVs an run on a normal PC. This is the start of commercial interest in VR.

1986-
Software developers experiment with virtual worlds. For home computers, concepts like 'Freescape' are invented — a slow-moving polygon field with moveable virtual objects.

1991
W-Industries launch an arcade VR system. A 32-bit processor runs sit-down or standing virtual units.

Virtuality: the first step for bringing VR to all. The Sega/W-I venture promises the second generation.





The Virtuality headset is quite heavy and cumbersome, but does work pretty well.

REALITY

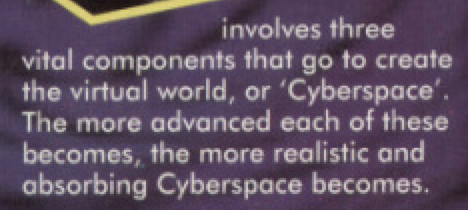
First experience of VR for most people.

JUNE 1993

Sega show their home virtuality unit for Megadrive at Summer CES. Launch date is set for November, priced around $200.

BRAVE NEW WORLD

True VR



involves three vital components that go to create the virtual world, or 'Cyberspace'. The more advanced each of these becomes, the more realistic and absorbing Cyberspace becomes.

THE ENGINE

The program that controls the virtual environment. A good engine relies on two things: a powerful processor, and a well-written program. W-Industries machines are controlled by a 32-bit processor based around Amiga technology. Thespeed is needed to deal with the interaction of up to three other players. Sega's home VR uses the Megadrive's standard 16-bit processor, so multi-player games are unlikely. A good engine will use detailed polygon graphics and fast update.

LEGEND QUEST. Virtual Role-playing, a bit like the Knighmare Tv show. The game is set in a mediaeval castle.

THE INTERFACE

Nice graphics are useless unless your control is responsive. Two important features of the interface is the delay between your movements in the real world, and the reaction in the virtual world. Feature two is the measure of response; does the interface accurately reflect your movements from reality into virtuality?

THE VIEWER

The headset offers the sights and sound of the virtual world. The headset should consist of two seperate LCD screens, showing slightly different pictures, the difference allowing you to see in 3D (stereoptics). Colour and contrast are affected by the quality of the TVs, and definition is limited by the amount of pixels. As the headset has a tracking sensorfor your head movements, it acts as as part of the interface.

DACTYL NIGHTMARE. The 'dactyl's view of the play area. He swoops to attack players.

W-INDUSTRIES

W-Industries' arcade Virtuality machines are found in larger amusement centres. There are two versions; one with the player standing in a ring with a headset and trigger. The other is a sit-down cabinet, the player's interface is a steering wheel and floor pedals.
The headset displays a surprisingly good picture, but as it has to fit all sizes of heads it may appear slightly out of focus. The headset is light, but your eyes get sore

Flying Aces: one of the first Virtuality games to be released in the arcades. The game's a sort of tongue-in-cheek World War One simulator. Poor graphics and a poor game, by all accounts.

after even short periods of play. The helmets have excellent (but very loud!) surround sound using quadraphonics (four speakers) inside the headset. A maximum of four players may interact in a single game. Games costs around £2 for 5 minutes.

THE GAMES

HEAVY METAL
Like Battletech, this is a hunt-to-kill tank game set in a futuristic maze. Battlezone for the 90s and very good fun.

DACTYL NIGHTMARE
The original virtuality game. Exploration on a chessboard landscape linked by stairs, and patrolled by a pterdactyl. Eerie atmosphere but not much action.



Heavy Metal: one of the latest Virtuality games in the arcade. Very similar in concept to Battletech and almost as much fun!

BATTLESPHERE
Ambitious space battle game, in the Starblade vein. Unfortunately the interface and view are not responsive enough to make it playable.

FLYING ACES
Spoof WW1 dogfight game with four bi-planes. The view is fuzzy, and the game not much fun.



An arcade shot of Virtua Racing, not strictly a real virtual reality game, but it does successfully render a stunningly realistic virtual world.

RAIDMASTERS
Futuresport played in a massive stadium where bouncing robots blast hell out each other.Simple gameplay, but exciting while it lasts.

Virtuality



VR SEGA STYLE

Sega was unveiled to third party publishers at the recent Chicago CES show. However MEAN MACHINES was the only European magazine invited to test the new hardware.
Sega's VR system uses the Megadrive as an engine, ordinary joypad as interface and a custom-built viewer with stereoptics and sound. Sega VR, initially won't use polygons to generate graphics, relying on proven sprite technology (used in most video games) to create the virtual world. However, VR games combined with the new DSP chip (as seen in Megadrive Virtua Racing) should be able to create worlds comparable with the arcade games.
The Sega VR headset is high quality, with good LCD screens and a decent speaker system. Unfortunately, it suffers from some of the drawbacks of Virtuality headsets; "fuzziness" and initial double vision (owing to the two screens). But people adjust quickly and the motion detection system works a treat. Sega are having problems converting VR to run on our power system, so expect to see the hardware on sale sometime next Easter for around £200 with games retailing at £50 to £70.

THE GAMES

NUCLEAR RUSH
The launch game, packed with the system. A frantic shoot 'em up set in a blasted waste, with enemy hovercraft and 'Nuclear Pirates'.



MATRIX RUNNER
An Adventure inspired by the 'Neuromancer'(see glossary).Your hacker 'jacks into the grid', and explores networks. A potentially ground-breaking console game.



A Legend Quest goblin. You fight him in virtual combat. The trigger has a sensor which marks your dagger strokes. Lunge to attack!

GLOSSARY

CAD
Computer Aided Design: an industrial tool for viewing computer models of engineering.

CYBERSPACE
The virtual environment: not just what you see, but what your imagination adds to the simple graphics.

FIELD
The area of Cyberspace in your vision at any one time.

FRACTALS
Mathematics used to create chaotic-looking patterns. Good for fast, believable virtual graphics.

THE GRID
Sci-fi concept of a virtual world of many users linked by fibre-optic telecommunications.

INTERFACE
Device used to relay your commands to the virtual world

NEUROMANCER
Sci-fi novel by William Gibson, describing a future world dominated by VR, the 'Virtual Drug' everyone escapes on.

NTSC
US and Japanese TV system, for which Sega VR has been developed.

PAL
British TV system running at 50Hz. Presently incompatible with Sega VR.

POLYGONS
Graphics system taking solid geometric shapes and linking them to create a virtual world.

STEREOPTICS
Viewing the same seen from two different angles to create an effect of three dimensional vision.

SURROUND SOUND
Realistic audio system, where sound comes from specific directions around the head.

UPDATE
The time it takes the engine to 'redraw' the virtual world after you have made a movement. Each redraw is a frame. Update is measures as a number of frames per second.

W-INDUSTRIES
British VR company.The first and only company to produce a commercial VR machine for the arcade (see box).

STOP PRESS!

Sega and W-Industries have announced a **joint** venture, producing new VR machines for Sega's arcade theme parks. The first opens in Bournemouth this Summer.

THANKS TO:
W-INDUSTRIES, VIRTUAL QUEST AT TOWER HILL TERRACE, LONDON.

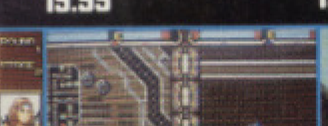
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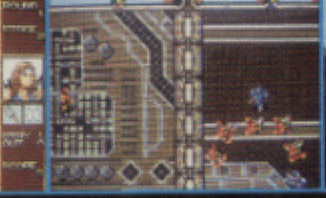


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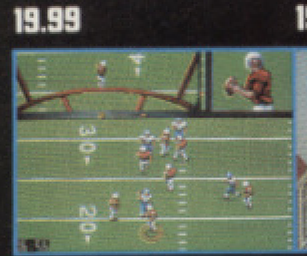
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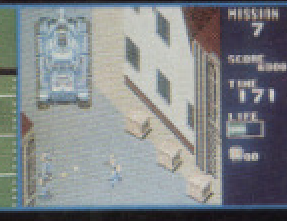






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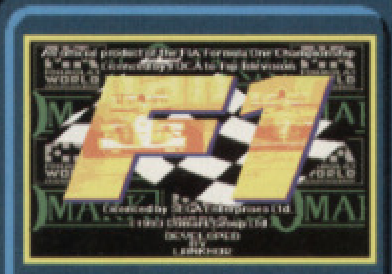




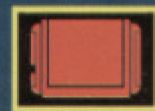
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TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA









PRICE £39.99

BY DOMARK

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY
SKILL LEVELS: 4
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

(ARCADE) 32,000

ORIGIN

This is the totally official and licensed Formula One game for the Megadrive, being a close conversion of the Amiga game, Vroom.

HOW TO CONTROL

Set up the control pad to suit your driving style, fix up the car to suit the track you are about to race, switch the game to "turbo" if you are hard enough and away you go!

A Brake

B Accelerate

C Pit Stop

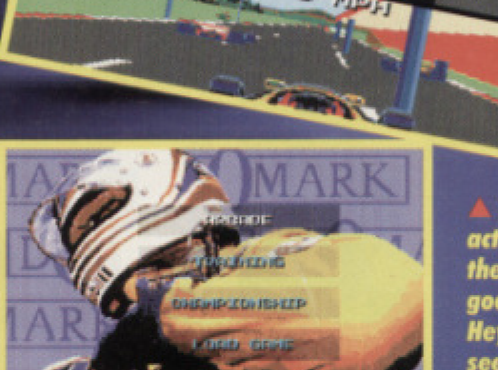
S Pauses and allows you to quit.

HOW TO PLAY

Steer your F1 car around each of the championship track, aming to overtake racers and finish first.

This intro is going to be a bit different, a bit serious. It's a brief history of the struggles of programmers to make that impossible dream a reality — a real driving game. Ever since Atari Pole Position, every 3D game has tried to balance the two requirements of a good driving game: sense of speed and sense of reality. Somehow one always seemed sacrificed for the other. You might make a fast arcade-style game that moves like a rocket, but has no landscape features or depth. On the other hand, you might toil over a racing 'simulator' with tediously slow graphics that make it look like a Reliant Robin with the choke out too long.

It seems that these considerations preyed on the programmers of Domark's new Formula One game. Like many previous racing games, they have recreated the course layouts of the Grand Prix circuit accurately. Qualifying laps, tyres and pit-stops are, as usual, all there. But the crux of the game is in the playing. Have Domark made something to really break clear of the pack?



▲ Two-player action set against the rolling hills of good old Blighty. Hey, I think I can see my house!

FORMULA 1 WORLD CHAMPIONSHIP

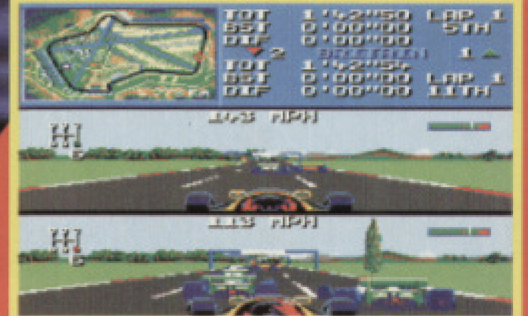
▲ Yes folks, tis is the title of the game, in case you didn't know.



▲ Keep an eye out for kids dropping bricks off the bridges.

TURBO DUO

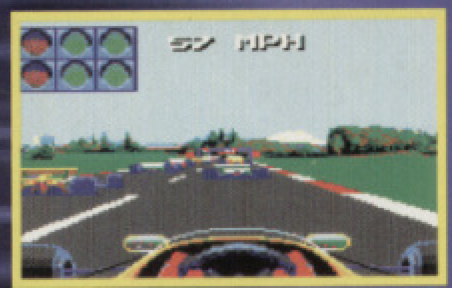
A major feature of Formula One is the head-to head option, which utilises a split-screen mode. The top part of the screen layout is the same, with a course map and time details. However, in two-player mode, the remaining screen area is divided horizontally, to provide a view for both players. This option is only available in championship mode. An interesting variation is the option to race directly against the Megadrive, which occupies the second part of the screen. The split-screen moves slightly slower than full-screen racing, but is still very fast.





SAVE-A-RAMA!

You can save your progress in the Constructor's championship for a later date. This isn't an innovation, but F1 has a jaw-cracking 10 seperate positions for single and two-player saved games.



COMMENT

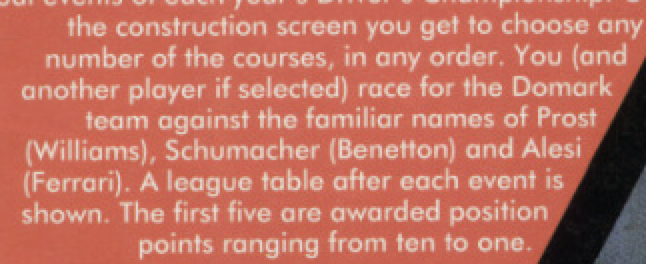


GUS

Formula One World Championship is just a brilliant racing game, wiping the floor with just about every other racing title on the Megadrive. The main feature is its speed. The incredible acceleration, coupled with the extremely smooth update is a stunning coup. Looking at the stills here you may not be convinced, but to play it is to understand exactly what the programmers were trying to achieve, and they succeeded. Thankfully, getting the basics right has been supported with a thoughtful approach to options, including a vital two-player mode, which retains all the excitement, if not all the speed of the solo option. What with ten save positions, four levels and even an arcade variation with scores, this cart has massive lasting value, and should become an instant classic amongst Megadrive racers.

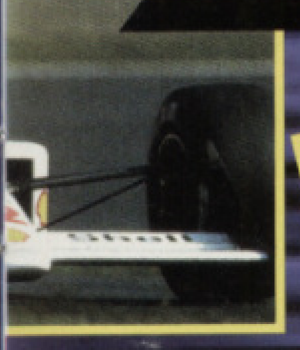


CONSTRUCTION TIME AGAIN

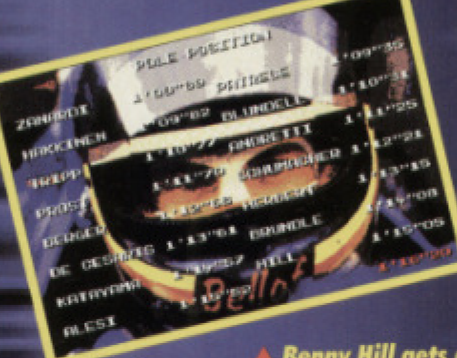


The Championship option is for racing across a succession of the world's most famous race tracks, the actual events of each year's Driver's Championship. On the construction screen you get to choose any number of the courses, in any order. You (and another player if selected) race for the Domark team against the familiar names of Prost (Williams), Schumacher (Benetton) and Alesi (Ferrari). A league table after each event is shown. The first five are awarded position points ranging from ten to one.





▲ Hey, it's my Dad!



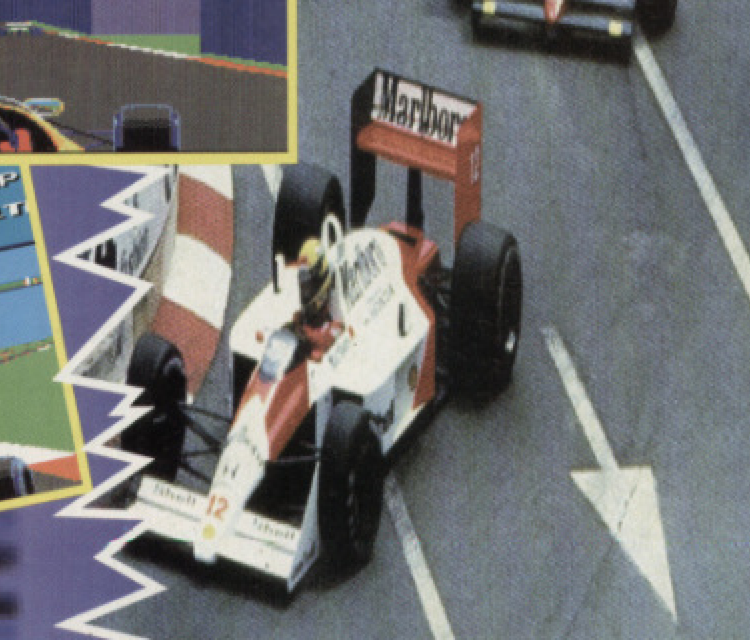
▲ Benny Hill gets a disappointing 14th placing on the grid. Not bad for a dead comedian though!



ARCADIA

A subtle twist to the racing format is offered by Arcade mode. The courses are taken in order, from Interlagos first. The object of each six lap race is to pass a required number of cars. Succeed and you move to the next track, get a score, and face a greater quota of cars to pass.







TRACK SKIP

A guidette to four fave circuits:

SAN MARINO

A real horror track. The bends are as tight as a duck's behind, and there are loads of gantries and obstructions.

MONTE CARLO

A sliver of a course. Do serious damage to the palm tree setting, and enjoy the glorious tunnel section. Monaco demands constant attention.

ESTORIL

Who designed these preposterous curves? Estoril also has a magnificent straight, and a sneaky danger area before the last bend.

FUJI

Nostalgia! Fuji was featured in the original Pole Position. To its distinctive rounded curves are added some steep gradients. it's nice to see Fuji again, so often passed over for Suzuka (which is a bit dull,if the truth be told).

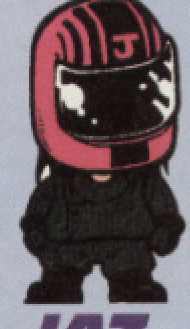








COMMENT



JAZ

Superb graphics, incredibly speedy action, full-screen one-player and split screen two-player modes, smooth, fast and utterly realistic 3D graphics, arcade and championship options, great sound, loads of tracks, fabulous presentation, four difficulty settings, loads of features, plenty of nice touches and marvellous, highly addictive gameplay drive this straight into pole position as the greatest Megadrive race game yet seen. It's brilliant fun and provides tons of long-term interest both in the form of solo Grand Prix Championship attempts and simultaneous two-player battles. If you're a racing fan and miss this, nominate yourself as nob of the year.

▶ Practice hard enough and you could be driving this one day.

▼ The invisible man is your mechanic in this game...

AERIAL MICRO

In this driving game, hitting a tree at top speed is not fatal, thankfully. It does bring you to a dead stop, and wastes valuable seconds as your car is repositioned. Crashing into cars and some roadside obstacles sometimes results in a spectacular aerial launch. It is possible to recover from this event, but watch you don't blow your engine by revving in the air.









PRESENTATION 94

▲Four different skill levels; a training mode; a Driver's championship with ten save positions, and a two-player option well executed.
▼Nothing worth faulting.

GRAPHICS 90

▲Excellent graphics with immense speed. . All the presentational graphics (course maps etc) are nicely done. The split-screen is well arranged.
▼Not much variety in colour.

SOUND 79

▲Good engine noise as you shift gears.
▼The music is just okay, and not as atmospheric as the other game sound or graphics.

PLAYABILITY 93

▲Speed freaks, grannies (and everyone else) will be instantly addicted to the authentic feel. Fifteen other racers of considerable skill force you to excel.

LASTABILITY 90

The twelve courses will take a lot of mastering, and the turbo option will probably defy all your attempts to handle it. There's infinite capacity for head-to-heads.

OVERALL 93

It's the best racing game on the Megadrive. Simple as that. Easy controls, atmosphere, options and SPEED combine to form an almost perfect whole.

YOU MELTED THE DRAGON.

VAULTED THE DRAWBRIDGE. WADED THE SWAMP.

AND FORGOT ABOUT THE DINOSAUR EGGS.



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Wipe yourself down, head for any branch and feed your face with all the latest hard and software.

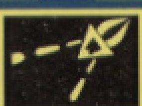
SEGA at WOOLWORTHS

NIGHT STR









PRICE	£49.99
BY	TAITO
RELEASE	TBA

OPTIONS

CONTROL: JOYPAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: POOR
GAME DIFFICULTY: EASY

1ST DAY SCORE

COMPLETE

ORIGIN

Night Striker is one that Taito dreamt up themselves, although the action resembles many old Sega coin-ops.

HOW TO CONTROL

The Night Striker sort of flies. The control can be directional, reverse (like a plane joystick) or for analogue joysticks (those which can decipher how hard the joystick is being pushed)

- **A** FIRE
- **B** RAPID FIRE
- **C** FIRE
- **S** PAUSE

HOW TO PLAY

Survive each of the 3D stages, picking a route to the terrorist base. Shoot enemies and avoid 3D features.



▲ The Night Striker. Streamlined it ain't!

▲ On from one disaster to the next. Come to think of it the whole game's a disaster!

Politicians, soldiers, even controversial novelists are eligible for police protection, so why oh why is the same consideration not afforded important scientists?. Take the case of Doctor Masker Lindberry, expert in optical laser technology. Could the government of 2049 not have realised he was in danger from the League Against Dubious Names?

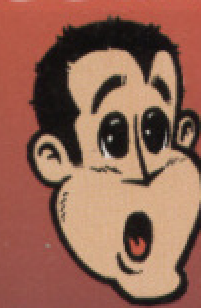
It's probable that his vast knowledge of mad science will be used to threaten the safety of the world! So hurry Night Strikers! Climb into your wonder cars and chase the terrorists to their lair!



A PILE OF SHOOT

Gameplay in Night Striker is utterly simple. Don't worry about gears — you can't change speed! Your futuristic car is fitted with advanced 'mono-velocity' technology, which means all you have to do is shoot. And all the enemy does is shoot back. Your right/left movement is severely restricted. Just choose a branch to select the next level.

COMMENT



GUS

I'm gobsmacked. This has to be one of the crockiest CDs in the games cosmos. The graphics are stupendously bad, sort of 'cubist'. The sprites are totally unrecognisable. But please, please believe me when I say the playability — the part you CAN'T see is TEN TIMES WORSE! The game is easier than Outrun 2019, a game so unchallenging Jeremy Beadle could complete it while carrying a tray of drinks (with both hands). It's utterly crappily programmed, even Taito's previous Ninja Warriors, a digital horror looks good by comparison. Taito are going to get a really bad name if more like this is to come.



RIKER

AREAS

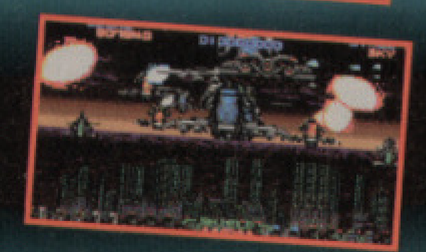


CITY
The cityscape is a pile of random buildings, hiding heinous helicopter hordes. Your flightpath follows the line of the highway, making targets of the terrorists killer cars.

FACTORY
The factory has a low slung roof, supported by pillars that are easy to fly into. Later factory level have box obstructions. The boss is a trolley with a single robot arm, and a nasty line in plasma bombs



CANAL
The canal is made hazardous by the ventilation ducts slung across the narrow waterway. Your shield is depleted quickly here.



SKY
Above the city area, squadrons of helicopters attack. The boss is a massive skyship which lowers cannons from its underbelly to attack. These are its Achilles' heels (so to speak).



SEA
Mess about on the water, by flying through a flotilla of killer sampans (?) These normally innocuous and serene ships give a speeding Night Striker a nasty headache. Then pass through a series of low bridges before taking on a dual dragon boss.



TUNNEL
Unquestionably the hardest areas are the claustrophobix tunnel zones. Huge spheres roll down on top of the Night Strikers, which must then negotiate a series of sliding gates with narrow gaps. The 'boss' is actually a series of running chicken things that try and ram you. Murder most 'fowl'.

LONG TERM REPORT	
HOUR	■□□□□
DAY	□□□□□
WEEK	□□□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	□□□□□
CHALLENGE	■□□□□
ACTION	□□□□□
REFLEXES	□□□□□
ORIGINALITY	□□□□□

COMMENT

PAUL

This reminds me of the days when home programming was a big deal. Mates would invite me round to their houses to witness their latest interpretation of Space Invaders, Pac Man, Tennis and the like. They were all absolutely terrible, of course, but is was never for anything more than a laugh. Likewise Night Striker is nothing more than a laugh and it too looks like something one of my mates might knock together in about 40 minutes. In fact it's difficult to raise even a snicker. It's awful! A disgrace! Somebody, somewhere has deeply offended the chaps at Taito Towers, otherwise they wouldn't have subjected the unsuspecting, Mega-CD owning public to Night Striker. DON'T BUY THIS GAME!

A PILE OF SHIELD

The Night Striker has shield protection. At full power it sustains up to five hits, before your ship is vulnerable. Collision with plasma bolts, enemies and objects costs one shiel point.



▲ ***Can you hear the sound of a million Mega-CD owners tearing their hair out in exasperation?***

THE FINAL STRAW

When you reach the final stage your craft transforms to meet the final boss. It may become a Space Harrier-type warrior, or a deadly motor-bike! Don't despair, it doesn't alter the game, or your 'enjoyment' at all.

PRESENTATION — 70
▲There are five difficulty modes, and a novelty 'analogue joystick' mode (completely useless)
▼The intro an plot is crap (and incomprehensible).

GRAPHICS — 23
▼Sprites that have inexplicably ballooned to the point where they have no definition. Backdrops of a quality inferior to the term 'screen garbage'.

SOUND — 46
▼Zuntata thrill us with tunes that would have been rejected as Brother Beyond B-sides (if the band members were deaf). The sound effects are also 'bad'.

PLAYABILITY — 14
▼No, sorry. This game only registers on the scale 'unplayability'. How can you enjoy a game when you can't see what's going on?

LASTABILITY — 6
▼The CD takes about five seconds to access — about the same time as your attention span. This is a one sitting game — it's that bad.

OVERALL — 9
The worst game for the Mega CD? We'd like to think so, but hey, what ya doing now Taito? Or should I say 'Zuntata'?



MEAN MACHINE RATING: 96% MEGATECH RATING: 95%

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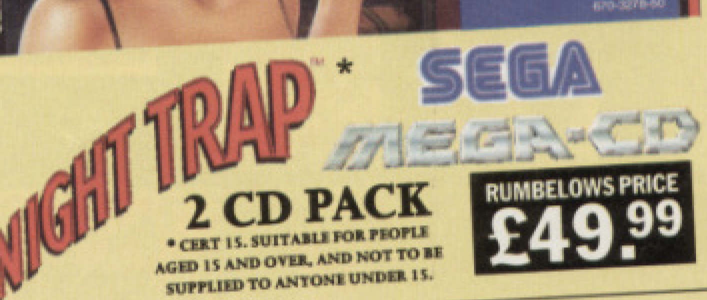
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SHINOBI III







PRICE TBA

BY SEGA

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 4
RESPONSIVENESS: SNAPPY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

123670

ORIGIN

The Shinobi coin-op appeared in the late eighties. Shinobi III has more in common with the sequel than the coin-op.

HOW TO CONTROL

Oh boy, here we go again... Joe responds to directional press-eson the pad by courteously moving in those directions, whilst jumping and slashing at a push of the correct button.

A Casts Ninja Magic.

B Throws shuriken, slashes sword and performs jump-kicks.

C Jump. When pressed again at the highest point of a leap, Joe performs a somersault.

S Starts and pauses the game, selecting Joe's magic menu.

HOW TO PLAY

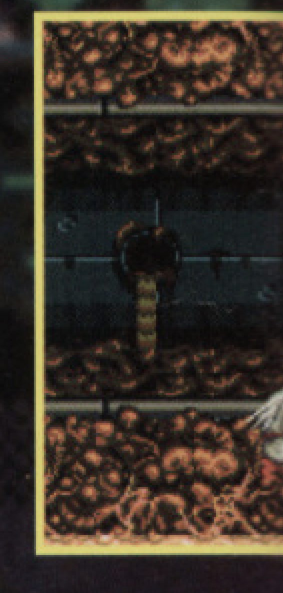
Use Joe's expertise in the martial arts against hordes of enemies across seven levels. Have Joe seek out power-ups that replenish his energy and supplies of ammunition.

When asked if he would care to journey through a mysterious world on a quest to defeat a master of evil, Joe Mushashi replied: 'no'. A perfectly good answer we think, and one that certainly saves him a lot of messing about in the long-run. You see Joe's really had enough of chasing villains, he'd much rather sit in front of the TV and forget his Ninja past. Of course this isn't at all possible, for Joe's arch enemy, Neo Zeed, is back from the grave! Having been severely *done in* at the sword and shuriken of Joe in Zeed's previous bid for World domination, this evil character is understandably sore.

One night, whilst watching Far-Eastenders, Joe is suddenly left staring into an empty blackness. Zeed has cut the power-lines! Zeed is obviously throwing down the gauntlet. Joe accepts!

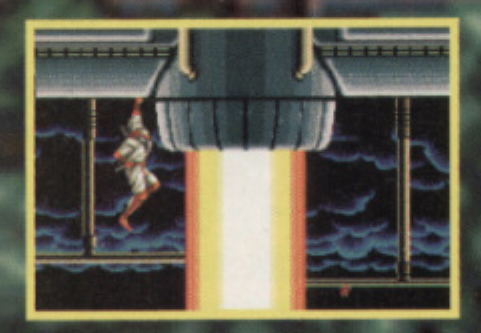
It is the player's duty to exact Joe's revenge as he tracks the villain down in his desperation to return the power-supply in time for the weekend omnibus edition. Joe has some new tricks up his sleeve to make the going easier. However, there are seven areas standing between Joe and the final confrontation with Zeed himself. Only with his Ninja magic is Joe assured any chance of success!









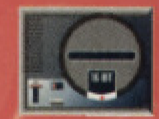


▲ *Snuggle up infront of a real dragon fire...*

GETTING THERE

In terms of stealth, Joe's feet are the most dependable means of getting around undetected. However there are occasions where speed is of the essence and so Shinobi III (Mk II) incorporates a horse-riding section and power-board water level! Both are a departure form Shinobi's more strategic gameplay but lend themselves to some extremely fast-moving action indeed! The power-board section, in particular, offers some of the most exciting action and the boss that awaits Joe is especially impressive!





CRATE EXPECTATIONS

A feature retained from the Shinobi coin-op is the exploitation of crates for their cargo. These miniature treasure chests provide Joe with practically everything he requires, with the exception of occasional booby-trapped boxes. Items discovered within are as follows:

Heart: These replenish Joe's diminishing life-meter.

Shuriken: Boost Joe's supply of shuriken. The basic icon supplies 5 with crossed-shuriken icons purveying as many as 20!

POW: The power of Joe's attack is doubled. His shuriken are wrapped with flame, as is his sword.



▲ A kindly monster helps Joe find his lost contact lens

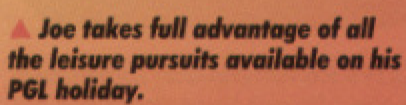
▲ Bad clothes to wear for surfing.

COMMENT

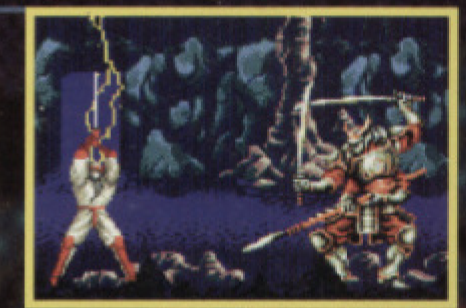


Shinobi is one of my top three Sega characters. His previous games are shining examples of Sega's inventiveness and knack for hitting on that all-too-elusive special ingredient — atmosphere. Joe Mushashi's character development has now reached a stage where he is the most complete, serious action character I can think of. The wide array of moves available to him make his control superb. If only the situations set before him in this latest venture were more taxing. As impressive and innovative as the power-ski and horse-riding sections are, the gameplay involved is quite basic when compared to the care required for success in Revenge of Shinobi. Joe's wall-hanging technique is made good use of, but the dash-slash manoeuvre is quite redundant. Moreover the boss characters, whilst exciting visually, have predictable attack patterns. I still recommend this game to Shinobi fanatics but don't expect the class of what has gone before.





▲ Joe takes full advantage of all the leisure pursuits available on his PGL holiday.





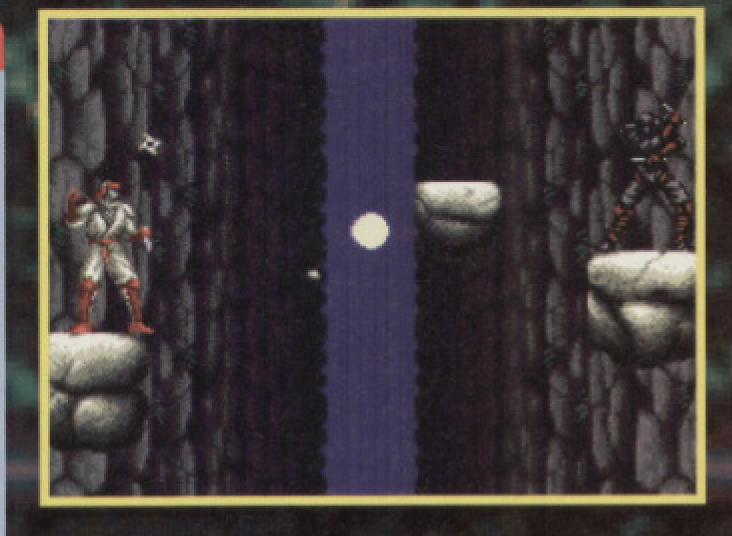
▲ The reason why animals don't smoke...

COMMENT



LUCY

Having reviewed and been disappointed with the earlier version of this game way back in December, I can say without a doubt that this update is better — but not that much. The additions of the power-ski and horse-riding sections are certainly different and add a bit of variety to the game but the gameplay of these bits is fairly basic and not strong enough to push this game into top class.category. Having said that, the game certainly looks better than the earlier version with big impressive sprites and much improved backdrops. It's also big, fast, tough and good fun and I'd have no difficulty recommending this to anybody — Ninja freaks in particular will wet their pants over it.





▲ ***"look mate, we're both falling down a ravine, balanced precariously on bits of rock. Things look a bit grim. So just stop that posing will you!"***



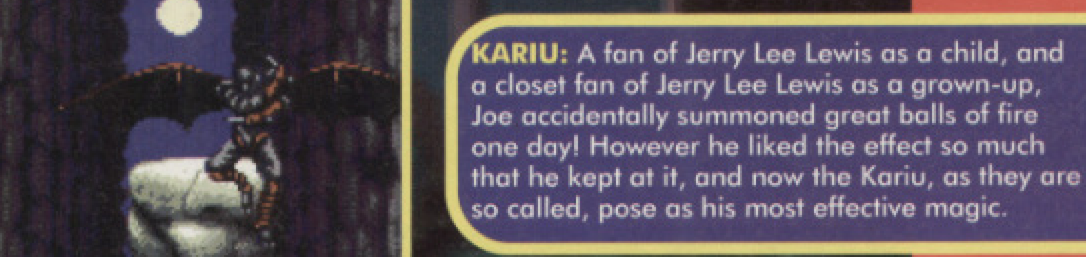
NINJA, SWORD — SWORD, NINJA

The power embodied in a Ninja's sword is beyond the understanding of most people. Joe isn't most people. He knows his sword like he knows the back of his mind, and the thoughts that he keeps there help fuel his sword's capacity for magical purposes.

IKAZUCHI: Being one of those fortunate people who live their entire lives out of a dentist's chair, Joe envelopes himself in a shield of electricity that ought to play havoc with his fillings — only, he doesn't have any!

MIJIN: At the cost of a life, Joe explodes and hopefully takes his enemy out with him. Foolish, perhaps, but then Joe returns to fight again whereas his enemy does not. Obviously this powerful mantra is best reserved for emergencies only.

FUSHIN: For all Joe's fantastic, wall scaling abilities, there's no denying the Fushin magic's benefits. This magic lasts for the duration of a level and affords Joe the ability to jump supernaturally high into the air!



KARIU: A fan of Jerry Lee Lewis as a child, and a closet fan of Jerry Lee Lewis as a grown-up, Joe accidentally summoned great balls of fire one day! However he liked the effect so much that he kept at it, and now the Kariu, as they are so called, pose as his most effective magic.



SHINOBUSINESS

Only a Ninja master is capable of ridding the World of an evil such as Neo Zeed. Yet it seems that even the skills of the legendary Super Shinobi are prone to failure. Joe is making doubly sure this time around by adding new moves to his deadly repertoire. Aside from his basic shuriken and sword swipe his battery of techniques are:

SILENT RUNNING: In most cases joe cannot wait to confront his enemy. Now more energetic than ever, Joe takes flight and runs with the double-tap of the D-pad.

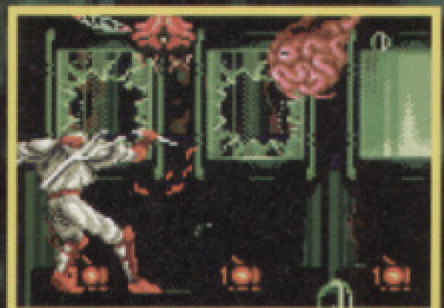


SOMERSAULT: This isn't new, but it's still a great manoeuvre. As Joe reaches the pinnacle of a leap he tucks into a ball and spins. With this Joe is able to disperse shuriken in eight directions!

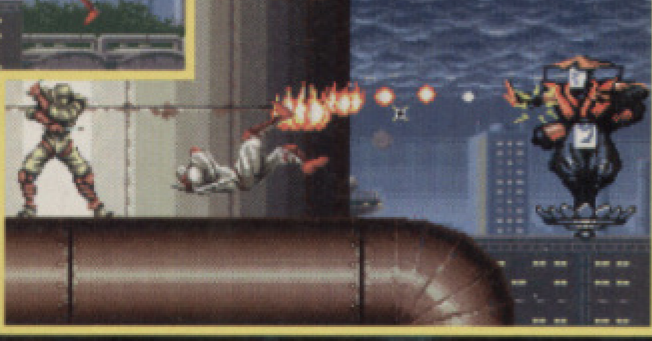


DASH-SLASH: Previously Joe only brandished his sword for stationary, closed-range slicings. Now he charges, sword raised, for a surprise attack.





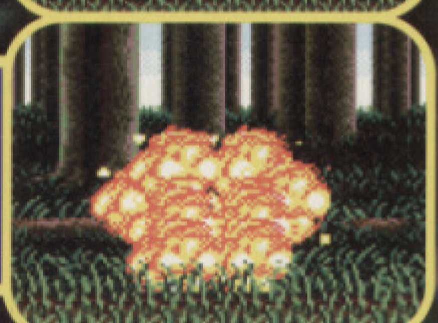


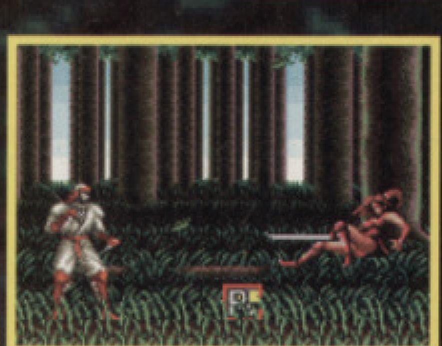


▼ *Joe's chuff spell is devastating to all but the toughest opponent. However, it makes him fall over so use it carefully.*



▲ *Joe is stalked by the macabre (and somewhat chilling) Go warrior from the Nth dimension!*





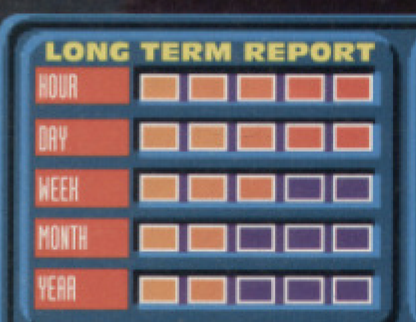




LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■■□□
ORIGINALITY	■■□□□



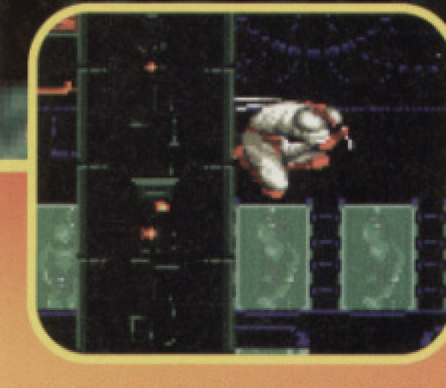


DEJA-VU?

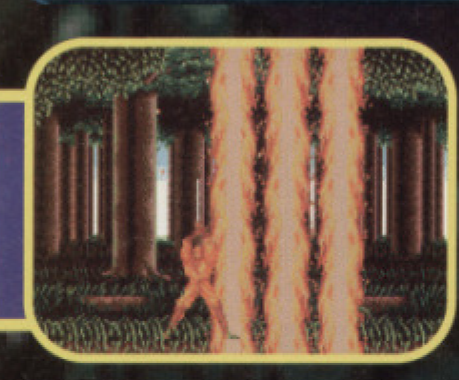
Shinobi III was reviewed in MEAN MACHINES Issue 5, so why on earth would we want to review it again? The answer is that Sega were so dissatisfied with the criticism the game received in its original form that they pulled it back for a major rethink and now hope that the version seen here is much better.



SHADOW DANCING: Joe impresses with his fancy handwork as he walks with his hands whilst dangling from high places. This is a skill that Joe perfects for the final stages of his mission.



WALL-TO-WALL SCARPERING: Narrow fissures are overcome as Joe springs from wall to wall.





DEFENCE: Though this slows his progress, Joe's use of his sword as a shield prevents much unnecessary damage. He also looks amazingly cool in his defence stances.

PRESENTATION 89

▲ The scene is set courtesy of a lengthy story and plenty of cinematic-style, kung fu action. The images presented between levels are impressive too.

GRAPHICS 92

▲ Shinobi III's graphics are of a very high standard. Imaginative sprites and depth to the backgrounds make the game exciting to watch.
▼ The animation is fairly disjointed.

SOUND 90

▲ Yuzo Koshiro works his Ninja magic once more on the soundtracks. All of the incidental effects, such as steel against steel, are smart!
▼ The sampled speech is ragged.

PLAYABILITY 87

▲ Joe is a funky character to control. He's brilliant. Some of his adversaries are equally as groovy.
▼ Unfortunately most of the game doesn't live up to his high standards.

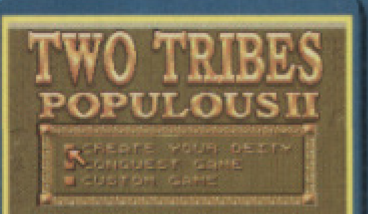
LASTABILITY 82

▲ On its hardest difficulty setting the game presents a stiff, sweaty challenge.
▼ Though this doesn't have the repeated drawing power of its predecessor. Consequently it may get left on the shelf once completed.

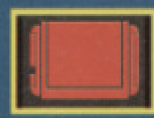
OVERALL 89

A great looking game that features a superb central character, but the game is slightly lacking in originality and intrigue.

TWO TRIBES POPULOUS II









PRICE	£39.99
BY	VIRGIN
RELEASE	SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY/MEDIUM

1ST DAY SCORE

LEVEL 30

ORIGIN

Bullfrog created the original Populous on Amiga, in 1989. They also converted this follow-up to the Megadrive.

HOW TO CONTROL

Use the A and B buttons to raise and lower the land. Use the C button to select an icon and the D-Pad (up, down, left or right) to decide where to place your buildings or wreak your disasters.

- **A** Raise Land
- **B** Lower Land
- **C** Select Icon
- **S** Move Cursor to Icon Bar

HOW TO PLAY

Defeat the enemy by having more followers and mana on each of 1000 levels. 'Build' your god by allocating powers.

So you're a Manichaeist? Well, you are if you play Populous II. Manichaeism is an ancient religion, based around the prophets Manichae and Zoroastrian. It's a simple philosophy — the universe is a balance of two forces; good and evil. Both forces are in constant battle, using the physical elements and the spiritual souls of creation to dominate each other.

The most important precept of all is that nothing is certain. Good's victory over evil is not a forgone conclusion. As the deity of goodness, it's your job in Populous II to ensure that you win, by crushing your opposition. Your followers are devoted and will die for you in battle. There may be no need for that if you are a god of the big league — you can bring down fire, brimstone and calamity on your enemy, while your people prosper. Prepare for a battle across 1000 worlds.



▲ *Look, I know there's a hairdresser's salon around here somewhere...*

HEAL THE WORLD

Each level of Populous II is a geographical jumble of land resting on water. The map in the top left shows the extent of each level, and the initial dots show your hardy first settlers. Usually the enemy is some distance away. The worlds have varying land types that influence play: Fertile land allows fast growth, whereas on barren worlds people die quickly without the protection of a settlement.



THE LEVELLERS

The basis of Populous is the flattening of land. Most land is naturally bumpy. You have the power to raise or lower land, making level areas. If a person, a 'settler', comes across a flat area, he will create a settlement. The size and type of settlement depends on how large the clear area is. Some areas cannot be cultivated — if the land has been scorched, if it has rocks, or has been turned to swamp.

HOMESTEADS

Settlements range from tiny farmhouses, to huge Roman citadels. In the privacy of their settlements the people are reproducing (!). Each houses a certain amount of settlers. When the house is full, a settler is ejected ('sprogged') and searches for new ground to build on. This is how your people spread across the land, and why you must constantly provide land for them. The rate at which settlers reproduce is determined by the tech level of the settlement, which you can check with the question mark icon.



▲ *Mr Arrow and family visiting a friend's house. Honest!*

COMMENT



GUS

Populous was brilliant as ideas go, but had some shortcomings. This sequel has much the same basic gameplay. It's a bit like PGA 2 to PGA — just tweakings and extra features, but the tweakings make it a much better game. There are double the amount of levels than in the original; the graphics are clearer; and the disasters are more interesting. In Populous, you could use every disaster at the start of the game, which meant there was nothing new to discover. In Populous II you start with only one disaster power, and learn more as you customise your god. The only area where little improvement has been made is the sound, which is still poor. Although Populous is a little eclipsed by Mega-Lo-Mania, I'm still well pleased with this excellent update.



PULOUS II

WINNING WITH MANA

Developing your people is only half the story. You have a duty to annihilate the enemy, and Mana is your means of doing it. As your followers grow in number, they each provide you with a steady supply of power, or Mana. This Mana is turned into disasters by you, and visited upon the enemy. On each world there are certain disasters allowed, certain prohibited. Disasters fall into four elemental categories. Here is a selection of the twenty odd disasters.



▲ *A young whirlpool frolics gaily in the shallows. Aah!*



▲ *There goes the neighbourhood! Earthquake action ahoy!*



▲ *I don't know what it is but I feel strangely drawn towards it...0*

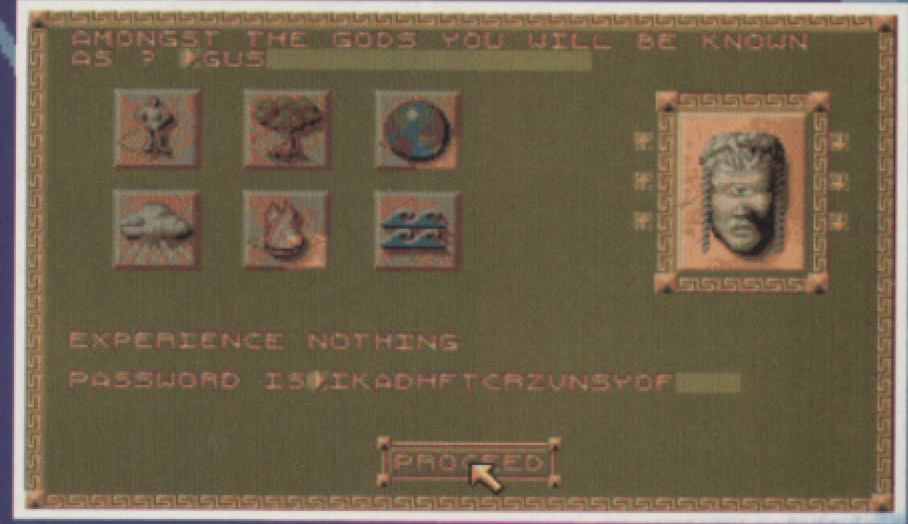
PAPAL BULL

Your people elect a leader, who carries the globe symbol. At your command they unite with him, making a stronger leader. Alternately, you can place a papal magnet anywhere in the land. The leader makes his way towards the symbol, collecting people as he goes. This command is used to migrate to far off areas, or away from danger.



HOMAGE

You customise your god as you win levels. Depending on the scale of your victory, you are awarded a number of experience points. These are placed in one of the six disaster categories described later. You give your god a name and may alter his physical representation. A password is given so you can develop your chosen deity.



▲ *This inexperienced ugly bugger is you.*

COMMENT



RICH

I remember buying the first Populous game many moons ago on the Amiga and fondly recall that first day I played it — it was brilliant. However, by day two I'd completely gone off the game. Why? The gameplay was just too repetitive — you did the same things on each level and I got bored. Quickly. However, Populous II goes a long way to making up for the original game. Although the basic idea of each level is exactly the same, there's plenty more in the way of variety with the player having to work his way up with experience points to glean and extra disasters to make use of. The computer player starts off as a bit of a thicko, but a few levels in it's a lot tougher, making play a lot more enjoyable. As Gus says, Mega-Lo-Mania is a tad better. However, if you really enjoyed the original game, you'll go bananas over this one.

AIR

STORM

One of the most impressive to watch, storms cover a large area, with intense bolts of lightning firing at random. Storms last a moderate length of time, and are devastating in built-up areas.



▲ *Quick! Unplug all tellys!*

CRUSADERS

You have the power to convert your leader into a super-human creature of mythology. He then travels through enemy territory, destroying everything in his path, until his battles overwhelm him. If your ordinary settlers encounter the enemy, they embark on a fight to the death.

FIRE

PILLAR OF FIRE

The pillar erupts within a selected area, and travels randomly. It wastes cultivated land, destroys settlements and burns alive anyone it encounters.



WATER

BAPTISMAL FONT

When placed, fonts become permanent features. Anyone who falls in changes his alignment — good to bad or vice versa. Useful for creating a toe-hold in the depths of enemy territory.



EARTH

SWAMPS

Once placed, swamps remain. Cropland is lost, and anyone who falls into them is similarly doomed. On some dry landscapes swamps are non permanent.



PRESENTATION 89

▲ A custom game option that allows you to affect every level parameter. Good control system and screen layout.
▼ Long password system.

GRAPHICS 81

▲ The settlement graphics are neat and nicely done. It's easy to see what's going on despite the small scale. Some spectacular disasters.
▼ Not much variety, and some ill-advised backgrounds.

SOUND 45

▼ No music and only occasional samples of screams, battles. Most of the game is played in silence.

PLAYABILITY 87

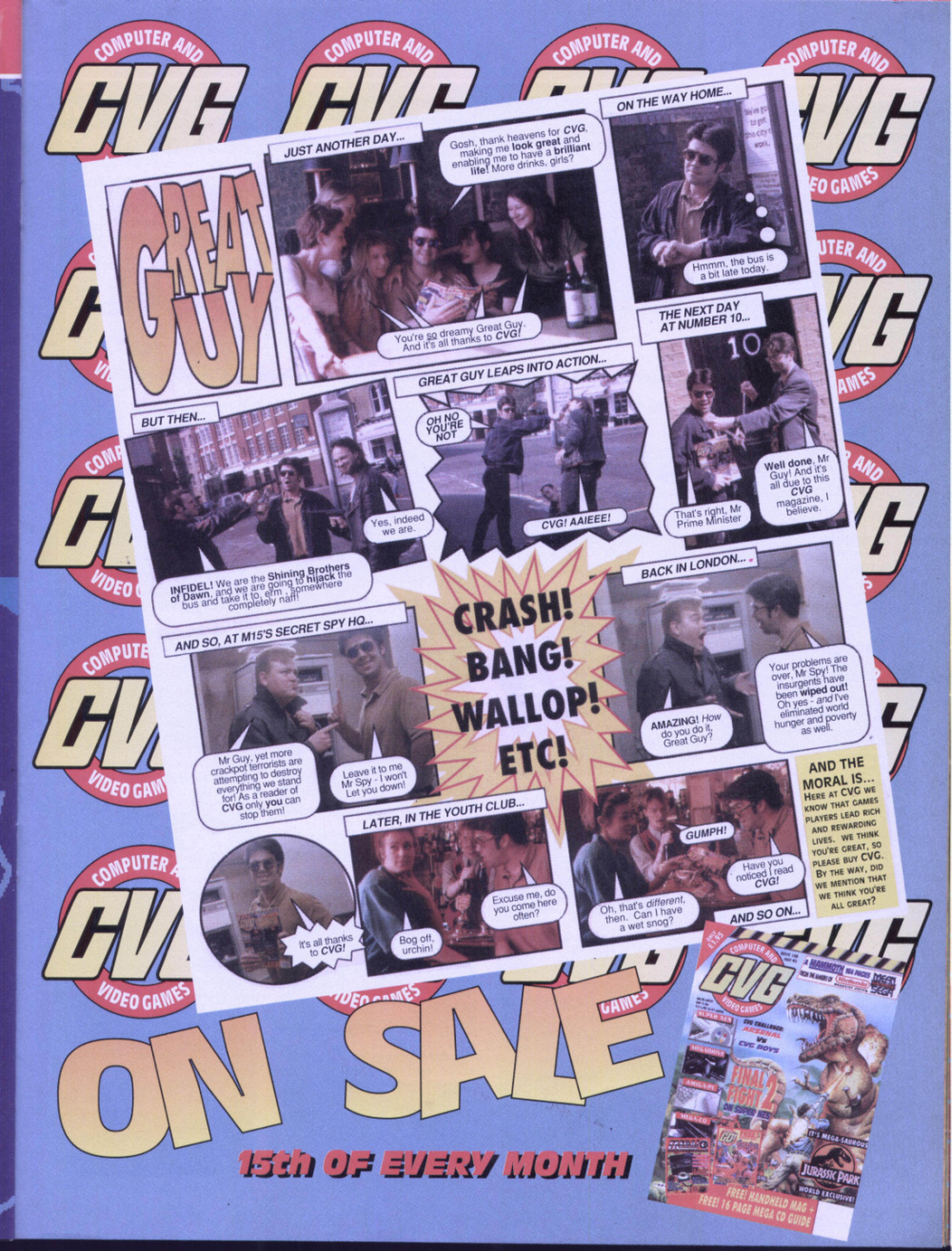
▲ Populous II has a good 'board-game' feel, helped by the easy rules, and seeing your progress rewarded.
▼ Some of the early levels are very easy, but time-consuming. The gameplay may be too passive for some.

LASTABILITY 89

▲ 1000 levels, with some biggie effects, like Tidal Waves to look forward to. Evil soon starts to play a smart game.
▼ The only changes between levels are tactics, speed and landscape.

OVERALL 89

Populous II is a clever reworking of a classic game. It will only appeal to a section of Megadrive owners, but they'll find an excellent strategy product.


GREAT GUY
JUST ANOTHER DAY...
Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?
You're so dreamy Great Guy. And it's all thanks to CVG!
ON THE WAY HOME...
Hmmm, the bus is a bit late today.
BUT THEN...
INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm, somewhere completely naff!
Yes, indeed we are.
GREAT GUY LEAPS INTO ACTION...
OH NO YOU'RE NOT
CVG! AAIEEE!
THE NEXT DAY AT NUMBER 10...
Well done, Mr Guy! And it's all due to this CVG magazine, I believe.
That's right, Mr Prime Minister
AND SO, AT M15'S SECRET SPY HQ...
Mr Guy, yet more crackpot terrorists are attempting to destroy everything we stand for! As a reader of CVG only you can stop them!
Leave it to me Mr Spy - I won't Let you down!
CRASH! BANG! WALLOP! ETC!
BACK IN LONDON...
AMAZING! How do you do it, Great Guy?
Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes - and I've eliminated world hunger and poverty as well.
LATER, IN THE YOUTH CLUB...
It's all thanks to CVG!
Excuse me, do you come here often?
Bog off, urchin!
GUMPH!
Have you noticed I read CVG!
Oh, that's different, then. Can I have a wet snog?
AND SO ON...
AND THE MORAL IS... HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?
COMPUTER AND CVG VIDEO GAMES
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JURASSIC PARK
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SHERLOCK HOLMES

CONSULTING DECTECTIVE VOL II



1 PLAYERS

PRICE: IMPORT

BY: ICOM

RELEASE: TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: SAVE GAME
SKILL LEVELS: 1
RESPONSIVENESS: 1-2 SECS DISC ACCESS
GAME DIFFICULTY: EASY

1ST DAY SCORE

SOLVE LIONS CASE

ORIGIN

Sherlock Holmes is the character created by Sir Arthur Conan Doyle. This is the second set of Holmes cases on Mega-CD.

HOW TO CONTROL

The joypad moves an on-screen cursor in all directions.

A Select

B Select

C Select

S No Function

HOW TO PLAY

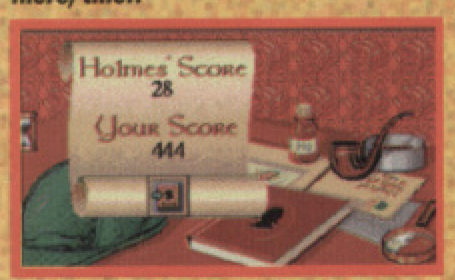
Sherlock Holmes is a detection game. Visit people listed in the directory and hear their evidence. Form a case and take it to the courts.

Evening descends upon Victorian London, as the sky lies flat, like a patient etherised upon a table. Above the cobbled thoroughfare of Baker Street a man sits in the restrained luxury of his drawing room, smoking his pipe and watching intently as carriages pass by and the lamplighter carefully kindles the gas of each iron standard. It is Sherlock Holmes, meditating in the half-light, waiting.

A flurry comes from the landing and presently his dear friend Dr Watson bursts in clutching the late edition of the Times, concern and excitement etched on his podgy face. Like an eager child he approaches the reclined figure of the World's greatest living detective. "There's something in the Times I think you should read, Holmes". "Murder, Watson?" inquires Holmes. Once again he is delving into London's murky underworld, his genius alone capable of solving three macabre crimes.



That's a shocking 'syrup' you've got there, chief!





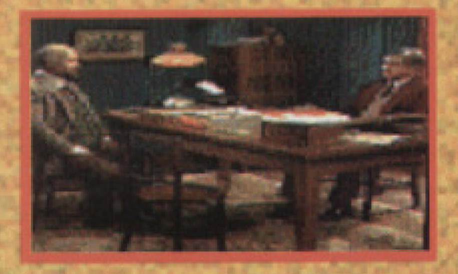
OPENING GAMBIT

Each of the three cases starts with a brief video introduction that gives you some starting clue to the case. Use this section to pick up vital names and locations that may be listed elsewhere.

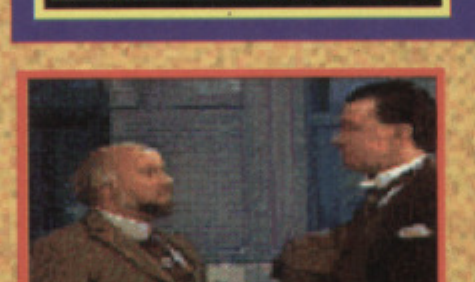


TAPED EVIDENCE

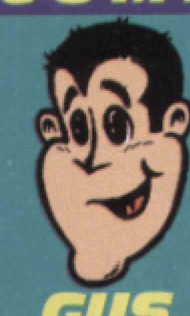
Anyone with vital information offers it in a dramatised reconstruction, using real actors shown in Full Motion Video. Diagrams and illustrations also appear. Beneath the window is a range of controls, allowing you to repeat the sequences, end it, rewind and forward it.



ASSEMBLING A CASE



COMMENT



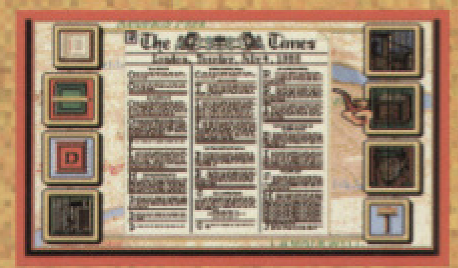
GUS

Sherlock Holmes Volume II is very similar to the first — an original and absorbing detection game featuring brilliant presentation. If you bought the first one and liked it, you're sure to enjoy this. There are some extra functions on the Full Motion Video and the filing cabinet. The game also spreads onto a second disc, which is extra value. There's no action as such, so this is for firm strategy fans, but there's nothing funnier than watching the camp performances of hopeless American actors. Dead good.



THE THUNDERER

London's most respected journal, The Times is a vital source of clues. A selection of dates are available, holding stacks of data. Only a fraction of this is any use, so you'll need to scan through the editions with a sharp eye.





You assemble a case by visiting locations in London. These are listed in two different tomes:

NOTEBOOK

The Notebook is a list of friends and professionals who provide information for each case. Most specialise in an area. For example Henry Ellis is a foreign journalist, H.R Murray is a Chemist. Known as the Baker St. regulars, their expertise has an important bearing on your investigations.

LONDON DIRECTORY

All of the important people and places of the capital are listed alphabetically. Only a fraction are relevant to the case. Check out names your hear mentioned in here. You may move prominent contacts from the Directory to your Notebook.
After picking the location from either books, click on the carriage icon to go there. Alternatively send the 'Baker St Irregulars' (friendly urchins) to case the joint, or check your files for additional information.





DRAMATIC CYCLE

Playing Sherlock Holmes means watching a cavalcade of actors getting into their parts (and listening to their appalling cockney accents). From the case of the two Lions, here's a selection of eccentrics:

DRAKE

"They sure was mighty fine lions, them there," drawls the circus owner.



MRS O'NEILL

"Begorrah, I wish my boy would just settle down," cackles the old Irish fishwife.



STRUMPET

"I never did him in nor nuffink, wotcha cock," intones the lady of ill fame.





▲JHJSZNBJ N CVZKLJXJKXCJNJNJ hvhv v bnbn nnmb

YOUR WIG ON



When you have unravelled the case, click on the hammer icon to reveal the Judge. He tests your knowledge with a series of questions that convince him you've solved the mystery. You are then awarded a score depending on how many sources you consulted. The lower your score, the sharper your intuitive powers.

COMMENT



RICH

The presentation is excellent and creates an authentic atmosphere and there's always a bit of a laugh on offer by watching the utterly sad performances of the actors! As Gus has said, there's loads to see here with longer cases than the original Holmes game. Like Night Trap, this is a two CD game, bumping up the value considerably. If you're into some cerebral action with your Mega-CD, I highly recommend this game.

PRESENTATION 92

▲ Save Game option, an extended tutorial, and fast disc access. The options screens are sensibly laid out.

GRAPHICS 88

▲ The FMV is excellent and the icons and backgrounds are sharp and well designed.
▼ The FMV occupies a very small area of the screen, and the other screens rarely vary.

SOUND 94

▲ The speech is CD-quality clear and now incidental music has been added...
▼...However, there's not much of it and the accents are atrocious!

PLAYABILITY 86

▲ Listening for clues and raking through the Times is absorbing.
▼ As in real life, detective work is routine. All the cases have to be approached in a methodical manner for success.

LASTABILITY 85

▲ Two discs and three cases, and you're bound to get stuck on the more complex cases.
▼ There's absolutely no point in playing a case after it's solved.

OVERALL 87

More of the same, but building slightly on Sherlock Holmes I, this is a hugely enjoyable, highly polished thinking game for the Mega-CD.

MORTA



1-2 PLAYERS

PRICE £49.99

BY ARENA

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: VARIABLE
SKILL LEVELS: 5
RESPONSIVENESS: OKAY
GAME DIFFICULTY: EASY

1ST DAY SCORE

EASY LEVEL COMPLETE

ORIGIN

Your average one-on-one arcade game but with Midway's talent for digitised graphics included — as well as loads of blood!

HOW TO CONTROL

Five buttons were used in the arcade original and the control mode is arcade perfect with the six button joypad. However, with the normal Megadrive controller, one function (low power punch) is missing.

- A High Power Punch
- B Low Power Kick
- C High Power Kick
- S Block

HOW TO PLAY

Choose a warrior and beat the cack out of everyone that crosses your path.

Honour and desire fuel the fighters who enter for the Mortal Kombat. This prestigious event has been held regularly for over half a millenium, when the most skilled and powerful ninjitsu fight to the point of death, or beyond, for the crown of Grand Champion. But the tournament has gone into decline, after the ascendancy of Shang Tsung to the rank of GrandMaster.

No one doubts he has the power to hold this position, as he has mastered the Protean magic that allows him to shift shape. However, he is totally corrupt, and has sustained his monstrous pupil, the four-armed Goro, as Champion by trickery and deceit. This has inflamed the passions of young ninjas like Sub Zero and Scorpion, and the stench hanging over the contest encourages low-life like the assassin Kano to enter. The drama of the Mortal Kombat challenge makes it's way from arcade to Megadrive undiminished.



▲ *Sonya takes time out from her Eurovision duties to kick the living shinola out of a few critics...*

AN ADDED BONUS

The bonus round in Mortal Kombat generally involves the breakage of certain materials, ranging from sad soft wood through stone, steel, ruby and finally diamond. Tapping merrily away on the A and C buttons works up the concentration of your character with the START button bringing down the powerful blow. Generous lashings of bonus points are on offer for successfully bashing the hell out of the lifeless materials.



THE MORTAL KOMBATEERS

There are eight very different fighters in the Mortal Kombat, but all share in the mystery of their backgrounds and their ruthless blood desire. Chill to their gut-wrenching attributes:

LIU KANG

BACKGROUND: Once a member of the peaceful Lotus Society, he abandoned them to take orders with the Knights of Shaolin — a warlike but honourable sect.

POWERS: Lui Kang excels in physical combat. His Flying Thrust Kick is awesome, Skilled players unlock the secret power of the orange fireball.



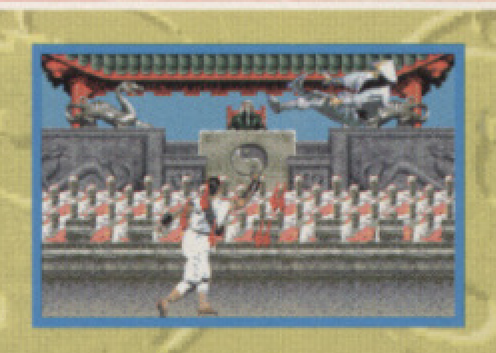
▲ *Liu Kang unleashes a devastating phlegm ball attack....*



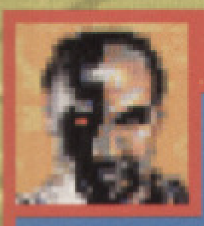
▼ *...And then demonstrates to Kano the benefits of plenty of exercise and the correct choice of footwear.*



AL KOMBAT



KANO



BACKGROUND: Kano's shadowy secret is membership of the notorious Black Dragon cult. He fights for material reward, and is totally unscrupulous.

POWERS: Kano conceals a knife which he uses as a surprise move from close range. He also breaks through the chest cavity with bare hands to seize the hearts of his victims!





▲ *Kano gets all Shakespearean and claims his pound of flesh!*

CAGE

BACKGROUND: Cage is a movie star, the hero of many martial arts films. Spurred to show his skills are real, he's entered the tournament.

POWERS: Cage dazzles with his athleticism; performing Shadow Kicks and even the Splits. However, he demonstrates his brute force by ripping heads off unfortunate foes.



▼ *Not having washed under his arms for a few weeks, Johnny Cage is able to perform the arm-cheese attack with relative ease.*



▲ *Ooyah! A surprise punch to the schlongular region temporarily disables Kano.*

COMMENT

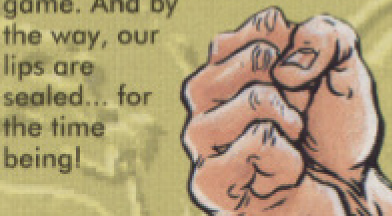


RICH

Well, the Acclaim hype machine really built this one up, proclaiming it the ultimate combat game, beating Street Fighter II into a cocked hat. But, I'm pretty sure that seasoned arcade players will realise that in concept and execution, if not in graphics, SFII is by far the superior game. However, I do take my hat off to Probe Software for handing in an coin-op conversion that's literally arcade perfect. The graphics and sound are superb, perfectly mirroring the impressive coin-op's. The digitised sprites and sounds are great and the animation on each of the players is just superb. The gameplay, though identical to the coin-op's, just isn't up to scratch. There's little variety in the way each character plays (apart from the special moves) and the computer opponents are very thick. A single combination of moves is adequate to floor just about any opponent on any of the difficulty levels. Very sloppy indeed. It took Jaz around two minutes of play to unearth that very serious fault in the gameplay and it works consistently on the majority of opponents making a mockery of solo play. I've played Megadrive Street Fighter II, and it's just as close a conversion as Mortal Kombat is. Take your choice: if you're an MK fan, get this. If, like me, you prefer Street Fighter II save your cash for the forthcoming Capcom game.

GORE BLIMEY

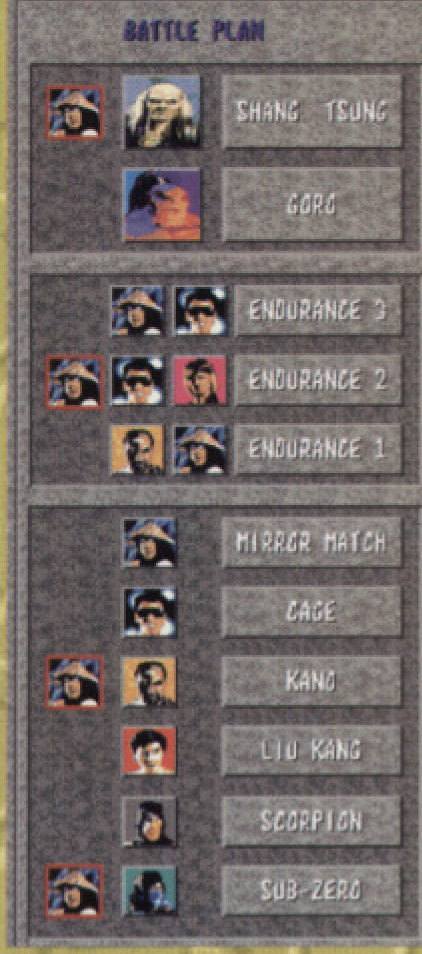
Fans wondered if the blood 'n' guts of the arcade would make it onto cart. Well, it has on the Megadrive version. The particularly nasty scene with the Pit is included. There, when beaten, fighters fall to a disembowelled doom in a pit of neatly stacked spikes far below. However, all the "gore" is only available if you can find the hidden "cheat" mode contained somewhere in the game. And by the way, our lips are sealed... for the time being!

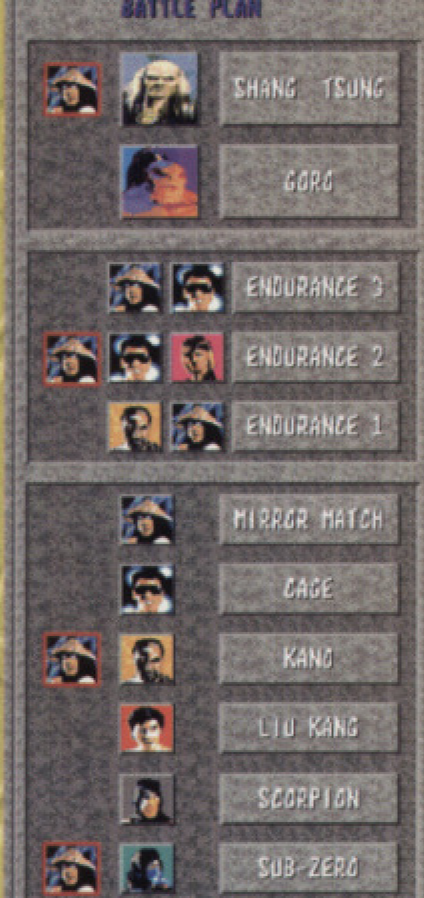


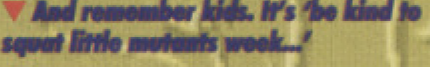


MATCH STRUCTURE

Street Fighter II was a simple matter of winning the best of three rounds against each enemy. There is a tad more variety in Mortal Kombat. Read on...







▼ And remember kids. It's 'be kind to squat little mutants week...'

BASIC ONE-ON-ONE

The first six matches are very similar in concept to Street Fighter II — just win the best of three rounds and you progress to the next stage.

MIRROR MATCH

Here, the forces of evil have conjured up your evil twin, capable of all the special moves and tactics that you are! Use all your skill and cunning against this formidable opponent.

ENDURANCE ROUNDS

Here, your Mortal Kombat skills are tested to the max! With just one bar of energy at your disposal, you're charged with the task of decking not one, but two opponents consecutively! Aieeee!

BOSS ROUNDS

In the final two matches you pit your wits against the two most dreaded opponents in the game! First off you fight the mighty four-armed half-dragon character, Goro, capable of all manner of fist-related tomfoolery with his handy extra limbs. Defeat this master of combat and you're pitted against the evil terror that is Shang Tsung. This intriguing geezer is capable of firing off his own special brand of fireball and has the stunning ability to shapeshift into any of the game's characters and use their special moves!





WILL YOU EVER REACH THE END?

On some bouts your blows take the opponent right to the edge of their endurance, but normal blows are not deemed enough to end the fight. 'Finish Him' is intoned from on high, which is your cue to invoke each character's death blow. This is a spectacualr finishing move that gives you a massive bonus, and often leaves a gory mess where your opponent stood. Expect fireball breaths, decapitations and hearts being ripped out of chests.



SONYA

BACKGROUND:Unknown to Kano, Sonya is a Special Forces Operative on his tail, however she was ambushed and forced into combat.

POWERS:Sonya's Force Wave is a bolt of mysterious energy, only slightly less bizarre than the leg grab she performs on bemused fighters.

SUB- ZERO

BACKGROUND:A Lin Keui Ninja, of unknown origin, Sub Zero has spent hours of study into the elemental powers of Ice.

POWERS:Sub-Zero's Ice Blast is a quick-firing missile that leaves whom it strikes defenceless. His agility is shown by his sliding tackle, which ducks under missile attacks to trip opponents.







COMMENT



JAZ

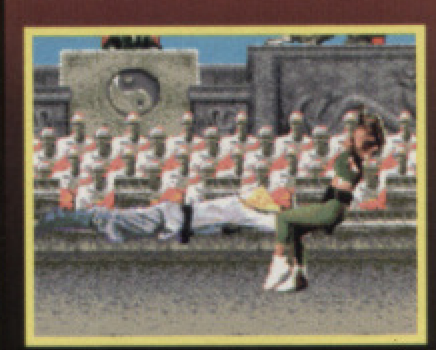
Mortal Kombat is a technically stunning conversion. The graphics are excellent: the sprites are amazingly similar to their arcade counterparts and the animation is very good indeed. Sound too is just about arcade perfect. So what more could you ask for? Well, let me tell you. The game falls short on playability. When you punch someone it simply doesn't feel like you're making contact. The controls are slow and unaccurate and consequently you can't do quick-fire combo moves. Another problem is the lack of challenge. On the highest difficulty level most of the opponents can be easily beaten by jumping over their range move and doing a mid air kick, and it doesn't take long to suss out tactics for the ones that can't. It's a flaw in the gameplay that simply can't be ignored. Apparently you could do something very similar in the coin-op, but that's no excuse. Don't get me wrong — Mortal Kombat isn't bad, but it could have been a lot better.



▲ *Perhaps the most devastating move - the Mick Jagger Bad Dancing Attack!*

RAIDEN

BACKGROUND:Raiden is actually an Immortal: The Thunder God, who has assumed human form to participate in the contest.
POWERS:The deity's supernatural powers give him an unfair advantage. Witness his incredible torpedo, Teleport and Lightning Strike Overload!





▲ *MEAN MACHINES does not recommend you try this on your little sister.*

GORO



BACKGROUND:The ruling champion of Mortal Kombat. He is the monstrous prodigy of Shang Tsung, and he exists purely for the sadistic pleasure the contest provides.
POWERS:His bulk makes his range of attacks limited and slow, but they are devastating. From afar he has a fireball attack, and at close range he pounds victim's chests.



SCORPION



BACKGROUND:A ninja rival to Sub Zero. He is driven not be the desire to learn inscrutable mysteries, but the hunger for vengeance against his rival.
POWERS:Scorpion induces terror with his Spear and Cord. He hooks his prey, then drags it towards him. For a grand finale, his Fire Breath leaves nothing but charred remains.





LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■□□□□
ACTION	■■■□□
REFLEXES	■■■□□
ORIGINALITY	■■□□□

PRESENTATION



90

▲ Some smart presentation screens kick the game off and all of the coin-op's slickness is here.
▼ No pause mode — even if you're using the six-button joypad! Aieeeeee!

GRAPHICS

94

▲ Probe Software are to be congratulated for their work — the sprites, backdrops and animation are nigh-on perfect to the digitised splendour of the original Midway coin-op.

SOUND

90

▲ Some of the speech is missing, but there's still a wealth of high-quality samples and really decent music to back the proceedings.

PLAYABILITY

75

▲ Very similar to the coin-op. Mastering all the death moves is great fun.
▼ The response is very slow and most of the computer opponents are too easy to kill, regardless of the difficulty level.

LASTABILITY

82

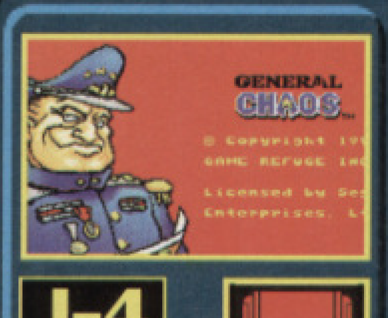
▲ Mortal Kombat fanatics will get loads of play out of this one.
▼ The thicko computer opponents can be easily overwhelmed, making solo play lose its appeal quite quickly.

OVERALL

79

There's no doubting that Mortal Kombat is an excellent conversion of the original coin-op. However, serious flaws in the gameplay damage the game's appeal.







1-4 PLAYERS

PRICE £49.99

BY EA

RELEASE AUGUST

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: EASY

1ST DAY SCORE

133,890

ORIGIN

General Chaos is an original concept created for the Megadrive by the makers of Rampage and Xenophobe.

HOW TO CONTROL

Select your soldier by moving along the icons with the D-Pad and Pressing C. Move the D-Pad around the battle field to where you want your troops and press B. Press A to fire all wepons.

A FIRE/PUNCH

B KICK/MOVES SOLDIERS

C BLOCK/PICKS SOLDIERS

S PAUSE

HOW TO PLAY

Guide your soldiers into battle and fight your way through the many levels to capture the enemy's capital city.

Let's face it, when life is just a gigantic pain in the posterior, when your woman has left you and taken the kids and the dog with her (you loved that dog so much) when you're an oozing mass of acne and there's just nothing much to live for, you can't beat a good war to cheer you up. It's a little known fact that Genghis Khan proceeded to demolish the known civilised world after his doctor recommended two table spoons of cod liver oil daily, plenty of exercise and a good war to cure a bad dose gout.

Their muscles aching from so many sports games, Electronic Arts have now opted for this cartoon war game to relieve their tensions. General Chaos, the Moronican commander and General Havoc, the head of the Vicerian forces battle for glory, lands and their fair share of plundering and pillaging. Their soldiers are each masters of their particular weapons and in five-man squads or two-man commando teams, must fight the good fight and win.



GENERAL CHAOS



▼ *Smug as hell and twice as smelly, It's General Chaos and his big, fat belly!*



COMMENT



LUCY

When I first saw General Chaos I was delighted — lovely cartoony graphics, heaps of options and loads of enemies to blast into kingdom come. But then I started to play and found it was a real waste of what should have been a topper game. The controls are awful — why oh why couldn't you move all your men simply by highlighting the one you want and moving them? Instead, you have the ridiculous process of highlighting your man then moving the cursor to where you want him to go, clicking again and waiting for him to shuffle over there. The close combat was a good idea as well but the humorous touch of having the loser shooting the near-winner happens far to often (at least half the time) so it ends up being pointless and utterly infuriating! When you finally get the hang of the controls it's not bad in two-player (although it does get a bit samey) but in one-player the game's very dull. In four-player it finally comes into its own — everyone's a commando, so it's easy to handle and really good fun. But on the whole, it's a poorly executed waste of a good idea.





FIGHT THE GOOD FIGHT

There are five types of soldier, each with a different weapon. These are: Gunners who have machine guns with a range of 40 metres; Chuckers who chuck grenades up to a range of 50 metres and arc them over obstacles; Scorchers with their deadly flamethrowers up to a range of five metres and Launchers who have a bazooka with a range of 150 metres.There are four types of squad, three of them five-man teams - Demolition, Brute Force and Assault - who randomly change the type of soldier contained therein and the two-man Commando team who are faster and easier to move.







▼General Havoc delivers his victory report as his troops drop like flies from his horrendous halitosis!



▲ No, never, soldiers in girly pink can't play in our sand-pit!

COMMENT



GUS

The person who thought up General Chaos had an excellent idea. There's nothing else resembling an action war game on the Megadrive, and if it had been implemented well, it could have been a classic. But it wasn't and it isn't. The cacky control system single-handedly ruins General Chaos. For a long time you don't know what the hell's going on — your men are in disarray and the cursor is wobbling about with far too much inertia on it. Even when you've grasped the basics, your troops never react fast enough and you constantly feel your grip on the game is slight indeed. Also, some 'humorous' touches conspire to make the game pointless. The worst example is hand-to-hand combat, where your skills are made pointless by the enemy pulling out a gun. That 'feature' really disgusted me, as any plank can see it only spoils the game. Despite nice graphics and the multi-player options, General Chaos annoys me too much to go near it.

IMMORTAL COMBAT

When two soldiers from opposing squads get too close to each other to use weapons, a cloud of dust flies up and hand-to-hand combat ensues. All other action on the field stops while the guys get down on it. However, if the one who's losing gets fed up (which is frequently) he just pulls out a revolver and shoots the near-victor.





PRESENTATION



91

▲Fab cartoony presentation screens and practice session. A great range of options including a four-player game.

GRAPHICS



90

▲Large, detailed sprites and lots of nice animation sequences.
▼The backdrops are all rather dull and samey.

SOUND

79

▲Nice intro tunes and some good banging noises.
▼Very little sound during the actual game which is a short, sharp trip to dullsville.

PLAYABILITY

65

▲Good blasting action when you finally get used to the controls...
▼...but the control method is ludicrous and the head-to-head irritating beyond belief.

LASTABILITY

68

▲Lots of levels and a great fun in four-player
▼Dire as a one-player game and the levels are all a bit too similar for lasting enjoyment.

OVERALL

71

The appalling control method and a grievous lack of thought makes for a tragic waste of what should have been a scorcher of a game.



1 PLAYERS

PRICE	£39.99
BY	ACCOLADE
RELEASE	AUGUST

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS:SHARP
GAME DIFFICULTY: EASY

1ST DAY SCORE

180,000

ORIGIN

Bubsy is Accolade's creation hyped as a 'rival to Sonic' and bears many hallmarks of the hedgehog games.

HOW TO CONTROL

Surely you don't expect me to tell you how to control a platform character? You do! Ok then. Bubsy responds to directional presses of the joypad whilst jumping and soaring on your command. What an original chap he is.

- **A** Jump
- **B** Pounce
- **C** No Function
- **S** Starts and pauses the game

HOW TO PLAY

Guide Bubsy through the level, bouncing on Woolies to destroy them and collecting yarn balls.



▲ *Cucumbers flexed their muscles in vain as Bubsy bounced on regardless.*

◄ *To find out if Bubsy the Bobcat is, in fact, the witty, nay, highly amusing video game character we were lead to believe. May I draw your attention to the full review contained herein. Thankyou.*

MORBID HUMOUR

Bubsy's main foes are Woolies — strange two-legged creatures with expressive features. On early levels Woolies are stationary, but as the game progresses they begin to leap about, blow eggs at Bubsy and generally make a nuisance of themselves. Contact with Woolies means death, unless you land on top of them. Other demises occur when you fall too far, run into water or puncture yourself on spikes. Ooyah!

BUBSY

IN CLAWS ENCOUNTER OF THE FURRED KIND

Rayon is an unhappy world. Long ago the people were contented; leaves rustled in the breeze; lambs gambolled in the field and people went to work in natural fibres. But on Rayon there was a popular blood sport — sheep hunting. The craze became massively popular, and soon the species was extinct. No more wool. Then came the centuries of misery — polyester shirts, nylon Y-fronts (with brown piping) and welly boots. It's all the people had left to wear!

The aggressive citizens of Rayon were so desperate for something soft against the skin that they sent their forces — the 'Woolies' to conquer other planets and plunder their yarn. Enter Bubsy, the super-hero of super-stitch, who would rather be knitted into a toilet-roll cover than let the Woolies succeed. Aid him in his battle, over 16 varied levels.



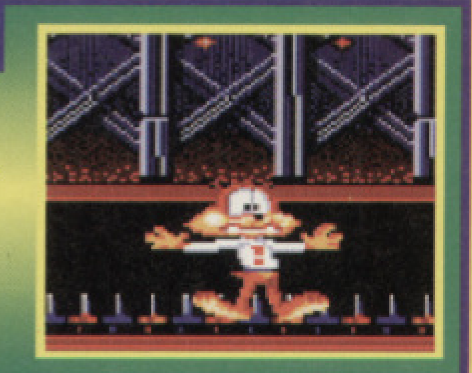
▲ *To partake in this highly original Rocket level, first purchase the Bubsy the Bobcat video game cartridge.*

HUB BUB

Bubsy's control is fine-tuned to allow jumps of all sizes. Bubsy gives a fair leap with the normal jump button, but if the pounce button is held, Bubsy soars into the air and floats down to earth spread-eagled fashion, rather than plummeting to his doom. Long distances may be covered in this soar mode.

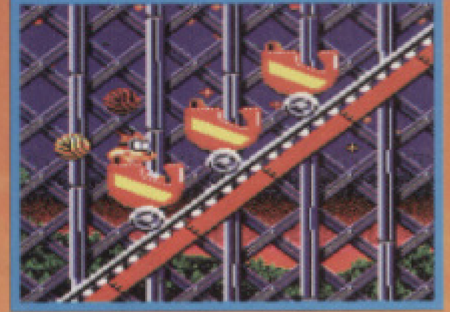
TACKY

Bubsy finds hazards as well as bonuses in the crates. Some boxes contain slippery bananas. One slip on one of these and Bubsy careers uncontrollably. Crates marked with tacks spill their puncturing contents on the floor, leaving Bubsy feeling rather deflated.











COMMENT



GUS

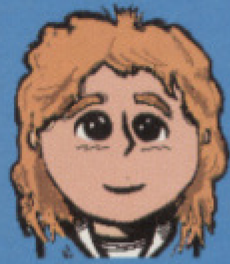
Maybe I'm not quite sick to the death of derivative platform games yet but that's what Bubsy is. The programmers have tried to take many of the basic Sonic ideas and improve on them — I don't think they've improved anything. However, the game does have its moments, particularly playable levels like the country zone and the fairground. Unfortunately the best levels of the game tend to be near the start, the game then runs out of steam, and many of the later zones are tricky but routine. The humour is also not very funny and the character quite unendearing. Accolade really shouldn't have wasted so much memory on sampled speech and put more into the play features. It's still an okay game, with probably a few weeks' challenge, but inferior to the likes of Cool Spot and its peers.

PORTALS OF MYSTERY

If progress seems impossible, move into the scenery. Doorways and cave entrances pepper the landscape. These form a series of warps between levels and secret locations. Mapping the unpredictable routes these portals take you is recommended, since many are more of a hindrance than help.



COMMENT



LUCY

Bubsy suffers from an innocuous but sometimes fatal malady — overhype, particularly in America. Standing alone, it's not a bad little game with some wonderful animation and some good, solid, fun gameplay (even if it does become rather dull eventually). But if you put it in the ring with Sonic, which Accolade has effectively done, Bubsy doesn't stand a chance! One of the most annoying features of the game is the way that if you rev him up to high speed he usually end up dead because you can't avoid bumping into one of those gormless enemies — when Sonic gathers speed, at least he has somewhere to go! The backdrops are bright and cheerful, the music is irritating beyond belief (thankfully you can turn it off) — all in all, it's not a bad little game. I wouldn't highly recommend it but it might be worth a look.



▲ Yes, imagine the hours of endless laughter you too could be enjoying if only you had a copy of Bubsy the Bobcat... Yes, just imagine.



PRESENTATION 81

▲ A useful password option, and the chance to turn the music off, thankfully!
▼ Every time the game ends, you must input the password to restart at higher levels.

GRAPHICS 92

▲ Great-looking Bubsy sprite who dies in all manner of clever ways. Some tasty backdrops.
▼ Occasionally the enemy sprites look a tad 'chubby' and uninteresting. The game has a sparse, unexciting look in places.

SOUND 67

▲ Sound effects are generally excellent and suit the game well. Lots of speech samples.
▼ The music is awful! Alot of memory has been spent on Bubsy's 'witticisms' that could have gone elsewhere.

PLAYABILITY 84

▲ The early levels have lots of features to explore, the action is untaxing but initially involving.
▼ There are gameplay flows, like enemies firing from off-screen and slow scrolling.

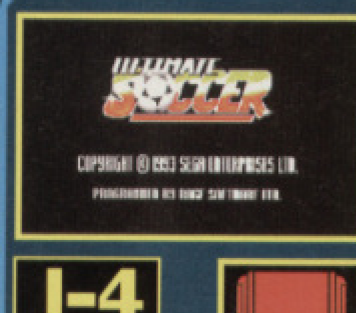
LASTABILITY 76

▲ Passwords are only given every third level and some of the higher levels are tricky.
▼ Bubsy shouldn't present a problem to seasoned platformers.

OVERALL 80

Good in many respects, Bubsy is nothing like the world-beater it purported to be. Players who like safe,unsurprising gameplay are in for a treat. However, games like Tiny Toon Adventures and Sonic II.







PRICE £39.99

BY SEGA

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: POOR
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

4-0

ORIGIN

Ultimate Soccer is an all-new soccer sim from Sega and is their first attempt at the noble sport.

HOW TO CONTROL

The D-Pad steers your nearest player to the ball while the appropriate button press chooses from a range of kicks.

- **A** SHORT PASS/TACKLE/HEAD
- **B** LONG PASS/HEAD
- **C** CHIP/HEAD
- **S** PAUSE/OPTIONS

HOW TO PLAY

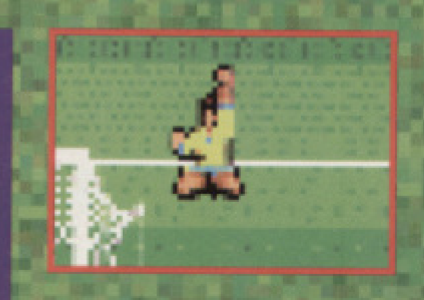
It may be a game of two halves, but the rules are dead simple: score more goals than the opposition.

AN OPTION CONCOCTION

One of the greatest tests of any sports sim is the ability to include options to the point of absurdity: 'Half-time oranges' option, 'Bearded players' option, — you get the message. Ultimate soccer is no let down in this department. Options range from the choice of tournament, league or friendly, speed settings, weather settings, back pass rule or nay, extra time, penalty shoot out and so on. Unfortunately, a lot of them on Ultimate Soccer appear to be pretty useless.









BLUE IS THE COLOUR

Another option available in Ultimate Soccer is either six- or 11-a-side. Six-a-side doesn't mean there's more space on the pitch for players to run around, it is in fact an indoor competition. Anyone who's played indoor soccer knows that there aren't any throw-ins as such because players can actually make use of the walls to get cunning rebounds. It is also good for developing faster passing reactions because the smaller pitch means finding space becomes a priority.



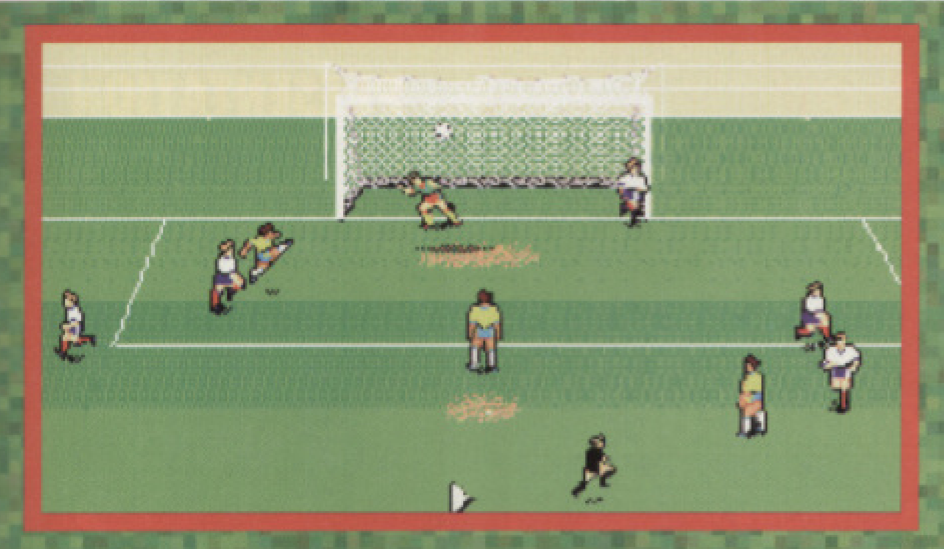




While Graham Taylor is about ready to strap ten tons of dynamite to his body and stroll into The Sun offices, it is worth remembering that, despite the dismal state of the British game, football is still the most undeniably groovy sport around.

The Megadrive is now getting used to a healthy number of soccer sims, and here we go again with Ultimate Soccer, looking to go one up on its predecessors. It comes with all the options and flexibility that are part and parcel of any sim these days. There are more countries than probably exist from which to choose, knockout tournament, a league for the dedicated enthusiast and a penalty shoot out for that intense adrenalin rush! As you would expect of such a sports sim this has a two-player option, but this can stretch to an eight player thanks to the all-new Sega Tap. For the ultimate soccer success, developing those dribbling, passing and shooting skills is a must. For the all-round flash Harry, expressions of virtuosity can be seen with the occasional bicycle kick and diving header. But at the end of the day, it's the score that matters and not the fancy footwork, which means that British teams manage to lose out in all departments! Don't worry though, some programmer out there is sure to have a 'Frustrated Footy Hooligan' sim in the pipeline!



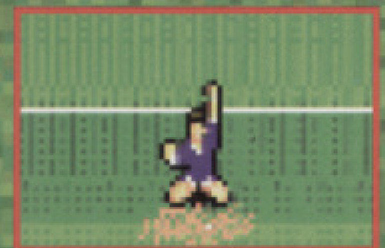




▲ *Friendly eh! I'll give him friendly when I get him on the pitch!*

◄ *There's no point slamming the stable door when the horse has already legged it, goalie!*





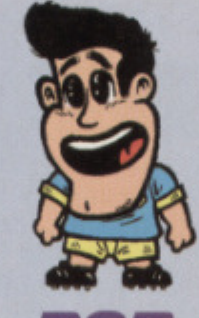


WHO'S BETTER WHO'S BEST

Ultimate Soccer takes the pig skin for the sheer variety of choice of international sides, be it Angola or Argentina, the USA or the UEA. Each team has a rating based on speed, strength and agility with the top sides like Germany, Brazil, Italy and England (ahem!) coming out on top. As a player improves, this naturally means they start to choose from the naff teams to indulge in a spot of giant killing. The difference in standards between the best and the worst teams is not as marked as it could be, but if England can get beaten 2-0 by the USA, it's probably just as well!



COMMENT



ROB

There are so many soccer games now for the Mega-drive . that punters are spoiled for choice. Ultimate Soccer is a game that promises a great deal but ultimately fails to deliver. There are loads of teams (even though their skill differences aren't really clear enough). There are loads of brilliant options including a change in speed, several league modes and different pitch angles. However, I found the controls very confusing and the lack of a player select extremely annoying. It's awful as well the way the pitch seems to roll in waves as players move across it like ship-wrecked mariners! Ultimate Soccer's chance of salvation comes in the multi-player mode — it's a real riot with two Sega Taps and eight players!

So what's it to be then eh? Super Kick Off, J League Soccer or Ultimate Soccer? If you're a lonely soul it's Super Kick Off for sure. If it's four-player action you're after, check out the more intelligent and challenging J League. If you can amass eight players and fancy regular football orgies, Ultimate Soccer is definitely the game you want.

TAP DANCE

Most soccer games feature a limited two-player mode. Not so Ultimate Soccer. Just like the recently reviewed J League Soccer, this game is fully compatible with the Sega Tap allowing for multi-player football fests! J League had excellent four-player matches, but Ultimate Soccer goes one better with awesome EIGHT player matches (by using two Sega Taps!). In these multi-player games, you're able to choose which footballer you want to be — unlike the one- and two-player modes.



LONG TERM REPORT		BREAKDOWN	
HOUR	■■□□□	STRATEGY	■■■□□
DAY	■■■□□	CHALLENGE	■■■□□
WEEK	■■■■□	ACTION	■■■■□
MONTH	■■□□□	REFLEXES	■■■□□
YEAR	■□□□□	ORIGINALITY	□□□□□



▲ *He shoots, he misses, he falls on his ...face — he's a waste of space!*

COMMENT

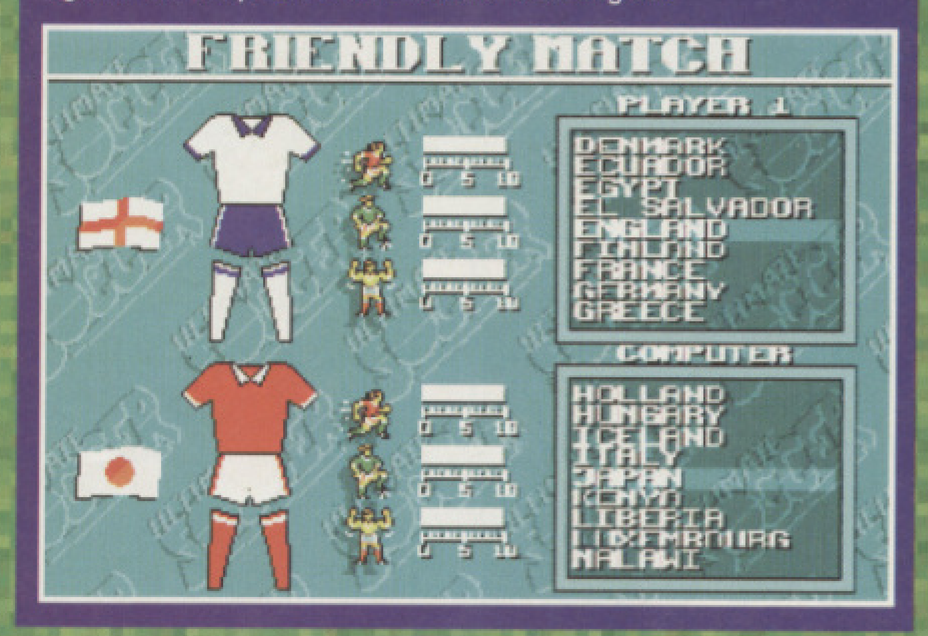


JAZ

'Wobbly' was the word that struck me several times when I was playing this. It's a fast and fun football game with an unfeasible amount of options and features, but lets itself down with very average graphics (the pitch scrolling is very ropey and the sprites lack detail), sound and gameplay. There simply isn't much scope to improve your play once you get proficient at the game: Super Kick Off and J-League Soccer, on the other hand, seem to improve the longer you play them. Megadrive beginners will probably like this: experts who like to play alone should check out Super Kick Off and more gregarious players should go for J-League.

A LEAGUE OF THEIR OWN

In addition to the one- and two-player friendlies, there exists the option to participate in several other game variations. The World League enables human players as well as the computer to play in a league with between two and 32 teams! The Ultimate Cup is a knockout competition in which you play up against as many as 23 other international teams! Finally, there's the knockout, with you up against as many as 63 other teams! Stunning eh?

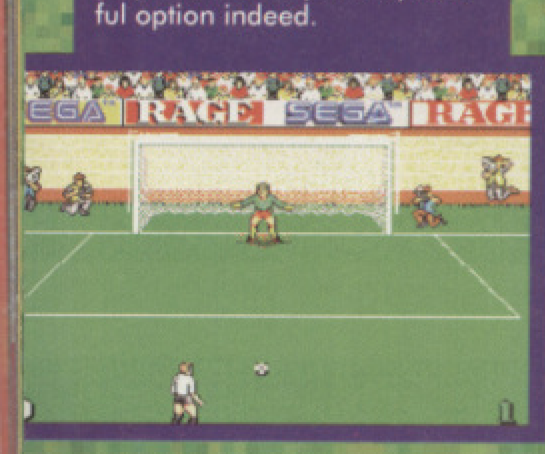




▲ Wait for it, wait for it — God, some people always go for the biggie too quickly!

PENALTY SHOOT-OUT

Practise penalties with the use of the Penalty Shoot-Out mode. You can select the team you wish to use for your penalty-related antics and even set it up for up for one- or two-player tomfoolery. A very useful option indeed.



FOUL PLAY

One option that remains unavailable in this game is the chance to argue your way out of a yellow or red card. The referees are particularly sensitive to any malicious behaviour and don't think twice about sending a player off. The strange thing is that there are plenty of players falling over each other off the ball who escape such severe judgement. It's also odd how the ref manages to discern a nasty foul from a fluffy one because they all look more or less the same. At least it means there are plenty of opportunities for heated ref abuse and pointless bickering in multi-player mode.



PRESENTATION — 92

▲ As Michael Caine might say, "Options. Thousands of 'em!".
▼ But many options don't prove very useful at all.

GRAPHICS — 73

▲ Good 3D angles and fluid panning
▼ Character animation is poor. There's stubby and roughly outlined sprites and a pitch you could drown in!

SOUND — 70

▲ Some good tunes liven up the game.
▼ Almost no sound effects and crowd roars that sound like rabid trannies

PLAYABILITY — 76

▲ Familiarity with the controls allows for some skill and there's a wide variety of moves .
▼ Slow response and confusing control method. You can only select which player you want to use in multi-player games.

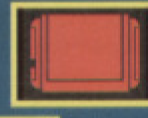
LASTABILITY — 84

▲ This is a game that definitely improves once you're used to it. Multi-player mode means lasting fun but...
▼ There are many annoying factors, most notably the "wobbly" screen.

OVERALL — 79

A fast and fun soccer offering, marred by wobbly graphics. It's good in multi-player mode, but J League Soccer is a lot more intelligent and playable than this offering.




PRICE TBA

BY KONAMI

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3 OR 5
SKILL LEVELS: 2
RESPONSIVENESS: GREAT
GAME DIFFICULTY: CHALLENGING

1ST DAY SCORE

78900

ORIGIN

Sparkster is a new character whose game is an imaginative blend of fast-action platformers and shoot 'em ups.

HOW TO CONTROL

Hey, it's that "How to control" section of the review where I get to say things like "Sparkster responds to directional presses on the joypad and jumps, slashes his sword and power jumps at your command."

A Controls Sparkster's sword.

B Causes Sparkster to jump.

C Controls Sparkster's sword.

S Starts and pauses the game.

HOW TO PLAY

Guide Sparkster through the enchanted land of Elhorn – defeating his enemies with fancy swordplay and overcoming the many obstacles he faces along the way.

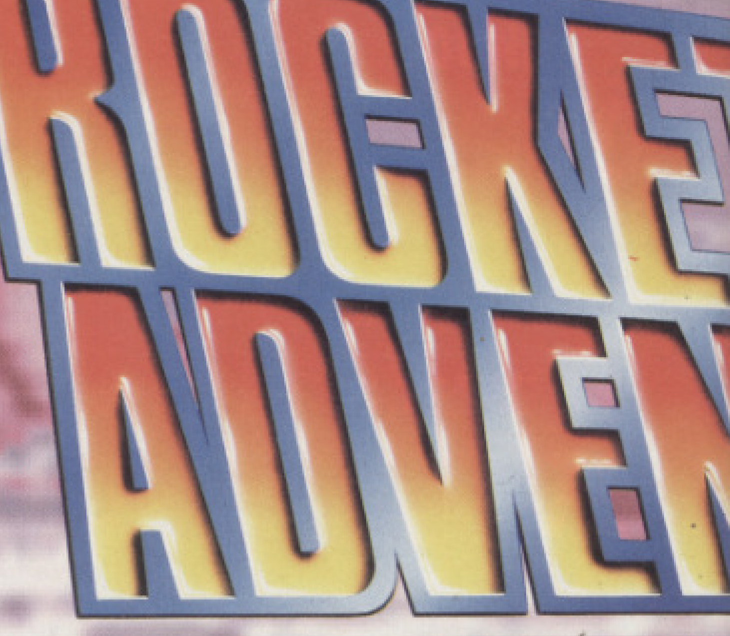
ROCKET KNIGHT ADVENTURES

On planet Earth all walks of life are restrained by their natural abilities. All except us humans who, in our time, have learned to do whatever we please. However, spare a thought for the likes of Opossums who are amongst the most useless animals there are — on Earth.

The fairy-tale land of Elhorn, on the other hand, is rife with animals that possess human-like qualities. This is all due to the land's history of advanced civilisation and a mysterious group known as the Seven Great Sorcerers. This band of magi created the Pig Star — a computer satellite used to control Elhorn's weather — and the Forbidden Fire — the limitless energy system that provides for all of Elhorn's inhabitants. One animal in particular that benefits from all this excess magical energy is an Opossum named Sparkster who, as it turns out, is a most unlikely hero! His tale of bravery begins when one of the distinguished Sorcerers, donning the title Dark Lord, turns the Pig Star against his associates, killing-off most of them and plunging the word into a terrible Dark Age!

Komata is the one sorcerer to survive this cataclysm and promptly amasses an elite army, known as the Rocket Knights, which he employs to fight back at Dark lord. Sparkster is orphaned in the wake of the disaster and so is taken onboard by a Rocket Knight named Mifune Sangelo who trains the young 'Possum into a useful fighter. It isn't long before Mifune loses his life in battle, leaving Sparkster to avenge not only the death of his parents but his mentor as well!

We've been waiting ages for this, Konami's most incredible looking game to date! Now that it's here players have the opportunity of seeing that Sparkster gets his revenge in this most intense of platforming/ shoot 'em ups!



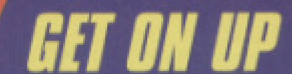
▲ *"Seen my donkey anywhere mate? These triceratopsususes are useless!"*



PICK ME UP



As is traditional with platform games, Rocket Knight Adventures comes with its fair share of power-ups. Apples replace one heart of Sparkster's life gauge and bananas replace half of it. There are also plenty of red diamonds to collect for points and 1-UPs are well worth hunting down.



GET ON UP

Whenever Sparkster is feeling a bit down, the rocket booster on his back is guaranteed to give him a lift. It takes a few seconds to charge up, but once this has been done, press the direction button and the furry little fellow rockets off the screen. This cunning device proves particularly useful when it comes to scaling the odd cliff or reaching things otherwise beyond Sparkster's grasp. He also happily rebounds off walls without inflicting any damage to himself. This technique sometimes being the best way to move upwards between two walls.





GETTING BOSSY

There are a number of things that break with platform traditions in Rocket Knight Adventures. While there are bosses at the end of each stage, don't expect them just there. They tend to pop up as and when they feel like it. It might be a mutant pig in control of an armoured car, a mechanical caterpillar, a maniac on a roller coaster or an underwater crab vessel. Don't think you've come out victorious when it starts to explode either, because defeating a boss often involves more than one attack.

▲ *Sparkster is smiling. Why? What does he know that we don't? Can't he see the warthog in the dangerous tank approaching? Is he stupid or what?*

COMMENT



Rocket Knight Adventures certainly is the kind of game that can break the rules and get away with it. There are some fancy touches like the flying scene, the roller-coaster ride and the funky bosses who you'll find strutting throughout the game. One offence I often have to ticket platformers for is ease of completion. Rocket Knight Adventures is a bit of a criminal in that department, I'm afraid. But if you go straight for the hardest setting you'll feel better for it. Apart from that criticism, the response on the controls is faster and smoother than most, the graphics and animation are so professional it's suspicious, the sounds so cool all you can do is nod - basically the whole thing really smokes! As far as platforms go this is better than the pair I'm wearing...and that's saying something!!

MEGA GAME





◀ *Sparkster was devastated at his exclusion from the three-legged race.*

HANG ON IN THERE

A noble knight he might be but this guy has still got a tail! It proves very useful when he has to climb trees, vines and so on. Although he hangs upside down, Sparkster is still capable of wielding his sword, jumping and using his rocket pack. The trees are always worth exploring because there are often power-ups hidden in their foliage, but be warned - the branches and vines prove quite slippery.

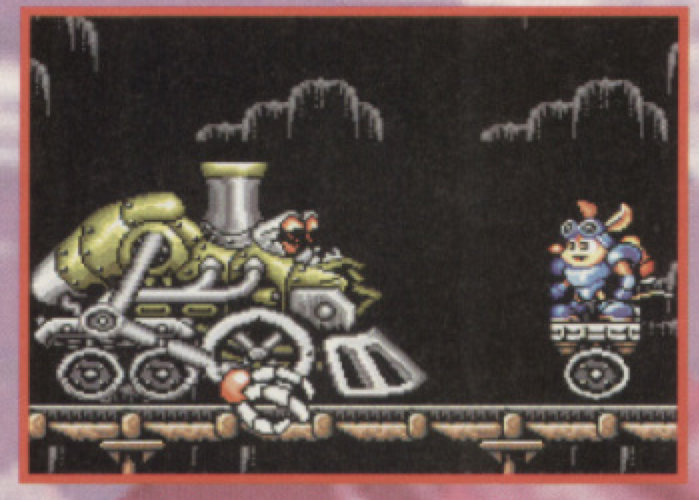




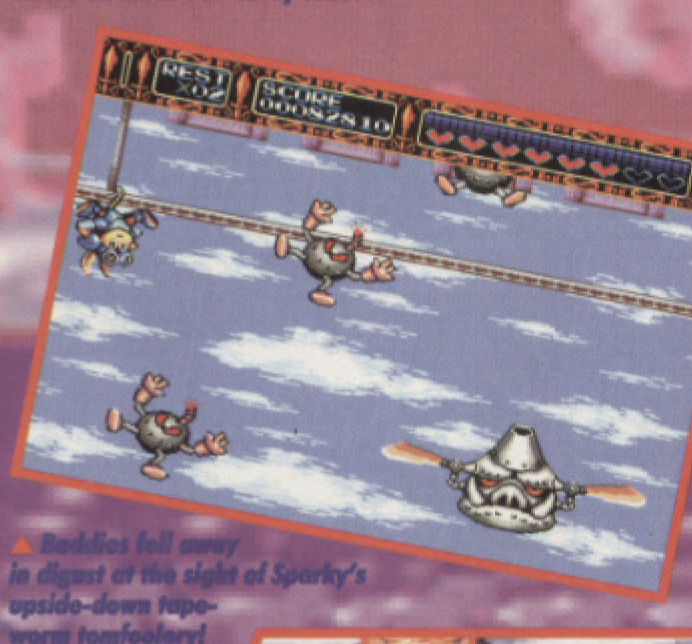
COMMENT



This is one of the best games I have ever played. It is challenging without being totally vindictive and spectacular without sacrificing the all-important gameplay. The large amount of fresh ideas are bound to keep the player in suspense right through to the final battle with Dark Lord himself. I sat transfixed throughout the whole game. I anticipated the quality of this game, but I certainly didn't expect such a sensory overload! I'm still buzzing about it now! I thought I'd seen everything that the Megadrive is capable of. I was wrong. Rocket Knight Adventures propels your machine into your face! So long as the more advanced players remember to play the game on the harder difficulty setting Rocket Knight Adventures is and shall remain a classic for quite some time!



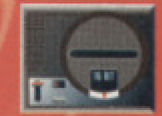
▲ *Just what had happened to the Cannonball Express, and where on Earth was Casey Jones?!*



▲ *Baddies fall away in digust at the sight of Sparky's upside-down tape-worm tomfoolery!*

NICE SHOOTIN' SPARKS!

After the first boss has been defeated, Sparkster comes across a mystery item which sends him skyward. The action switches from platform style to shoot em' up and Sparkster has to shoot his enemies out of the air and tackle a colossal sea monster. Look out also for a very fast roller-coaster ride, taking on evil piggies as you go, and plenty of other touches like under water scenes which, while not unusual in a platform game, proves good clean fun here.



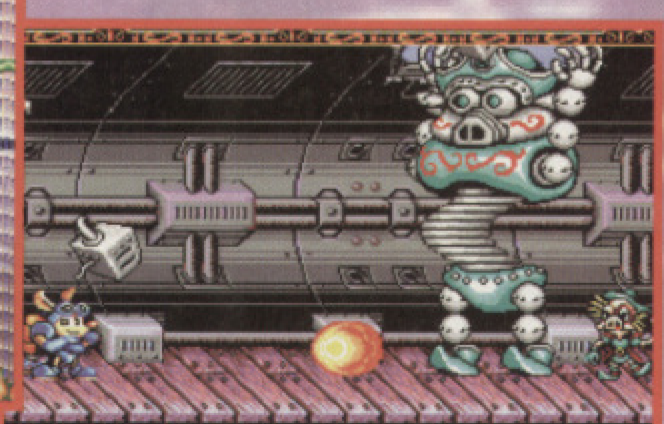


SWORD PLAY

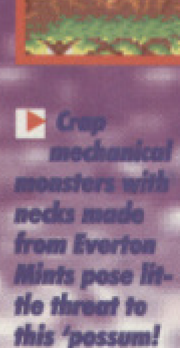
The gauge in the top right corner of the screen does more than power up Sparkster's rocket booster. It also acts as a power up for his sword attack. By hitting button A our fluffy hero performs a revolving sword attack which protects from all sides. Being a knight, Sparkster's regular attack involves some fancy swordwork, but because Elhorn is a land of magic the sword also gives off a searing fire which kills enemies standing a few feet away.

▲ These guys are so easy to kill that Sparks does it standing on his head











▶ Crap mechanical monsters with necks made from Everton Mints pose little threat to this 'possum!



PRESENTATION 88

▲The intros and title story are entertaining, two difficulty settings.
▼It's a shame there isn't a two-player option.

GRAPHICS 94

▲The imagination and clarity of the graphics is superb. The animation is smooth with plenty of comic touches.

SOUND 86

▲Impressive booms and bangs ahoy! The music tinkles away cute and cuddly.

PLAYABILITY 90

▲No confusion with the controls and cunningly responsive.

LASTABILITY 89

▲There are plenty of levels which encourage you to employ new skills.
▼A bit too easy, especially on easy mode funnily enough!

OVERALL 91

A beautifully crafted piece of Megadrive software with just the right balance of action and adventure to satisfy all needs.





PRICE 44.99

BY SEGA

RELEASE OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: SELF-ADJUSTING
RESPONSIVENESS: SKILL
GAME DIFFICULTY: MEDIUM/HARD

1ST DAY SCORE

4 LEVELS COMPLETE

ORIGIN

An enhanced version of one of the greatest Megadrive carts of all-time: Ecco the Dolphin!

HOW TO CONTROL

The joypad is used to guide Ecco through the deep. Buttons used in combination with the joypad produce amazing leaps from the water.

- **A** Singing sonar
- **B** Charge
- **C** Increase speed
- **S** Start/pause the game.

HOW TO PLAY

Guide Ecco through over 30 levels of taxing mental and physical puzzles in search of his missing pod.



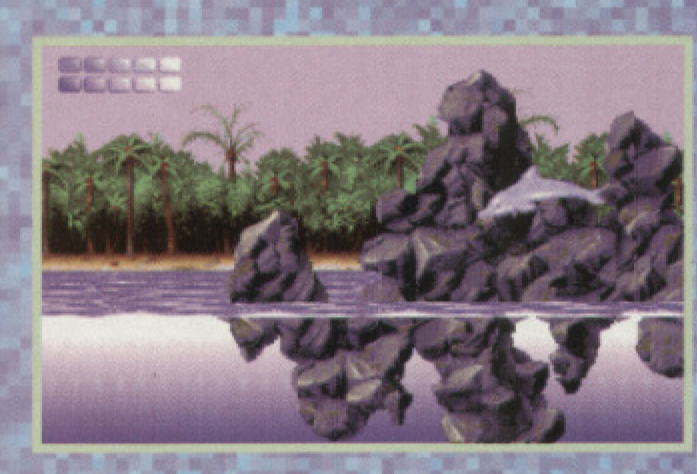
Every 500 years a mysterious vortex ravages the oceans of the Earth, seeking out all life and mysteriously transporting it through the space/time continuum to... where?

Caught up in the latest attack on the ocean bed is Ecco the Dolphin - a powerful young ocean singer who, as fate would have it, survives the vortex. However, he is now totally alone, his pod of friends viciously abducted.

It's down to you, as Ecco, to search the oceans in search of your pod, to seek out clues and track down the mysterious vortex. It is an arduous journey - an enormous quest that takes you from Ecco's home to the north pole, the open ocean, the lost city of Atlantis and even more strangely, the mysterious home planet of the aliens controlling the murderous vortex.

Do you have the power and the intelligence to take Ecco through the most dangerous journey of his life?





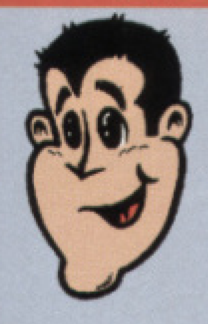


▲ *Hiding somewhere in this picture is the lovely Judith Chalmers. Can you spot her?*



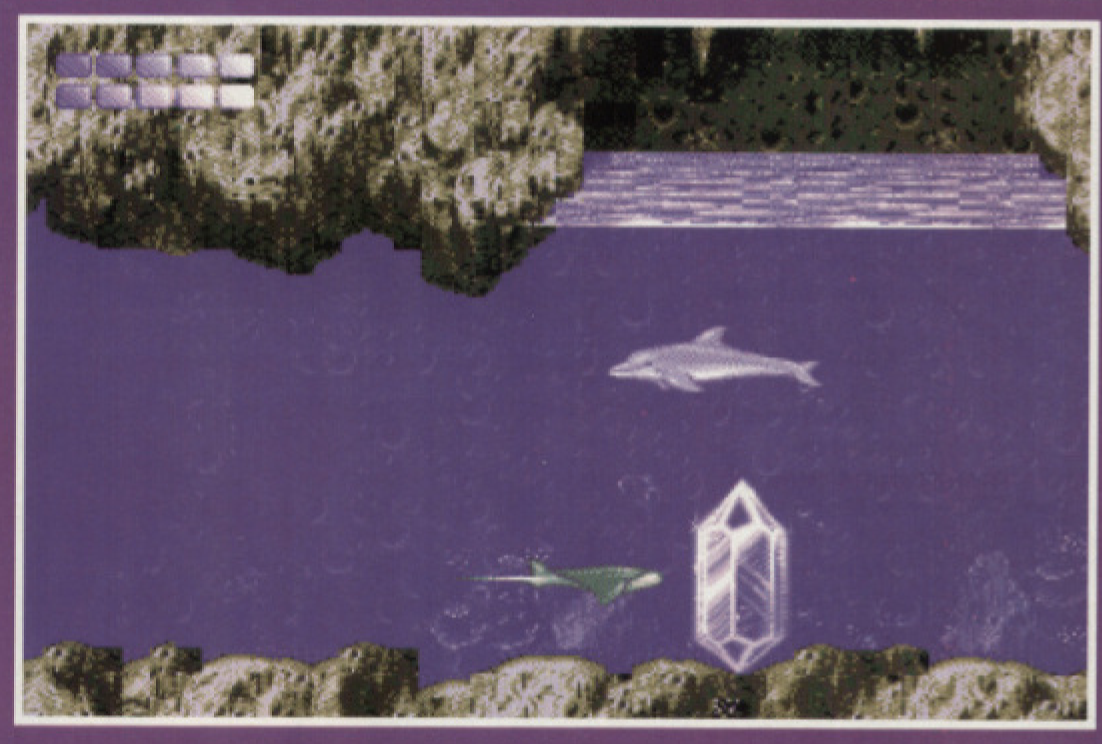


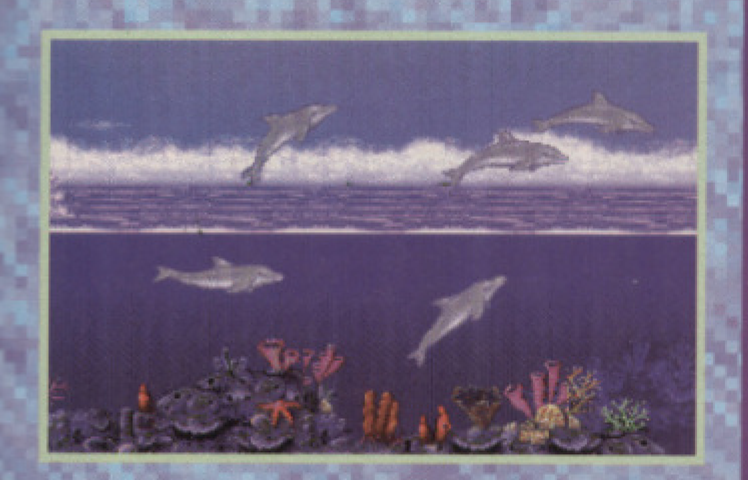
COMMENT



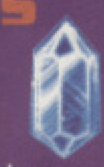
GUS

At first I was disappointed to find that the Mega-CD version of this classic game is so similar to the Megadrive original. However, a day's constant play later my initial disappointment had completely gone. Yes, most of the game is identical to the cart version, but the incredible Bladerunner-esque ambient music (in surround sound) is excellent and really helps to increase the atmosphere generated by the game. The extra levels are a great bonus too — some of those puzzles are just inredibly tough! It's highly ironic that the best Mega-CD title available is so similar to the cartridge original, but it's true! If you don't have the original Ecco, or if you're a real fan this is the most essential Mega-CD purchase yet!





MYSTERIES OF THE GLYPHS



Dotted around each level are mysterious Glyphs - crystals of power that endow Ecco with special songs that allow him to open up crystal gates to restricted areas. Some Glyphs simply provide the young swimmer with clues, whilst others endow him with temporary invincibility.



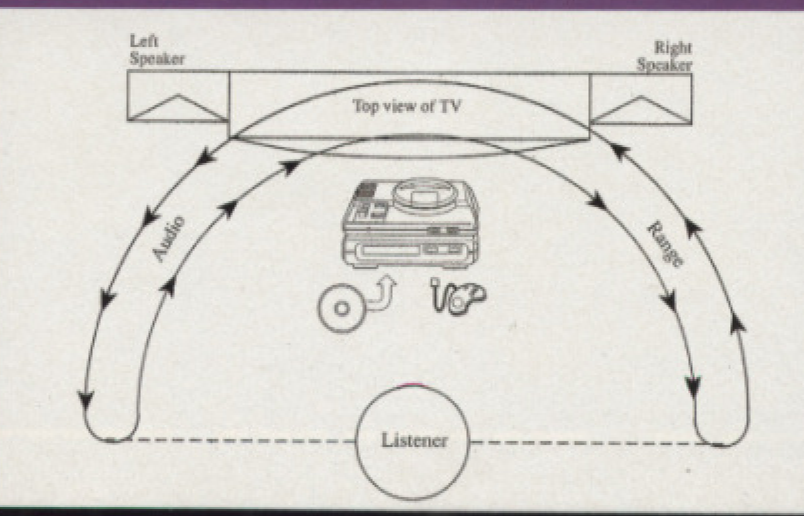






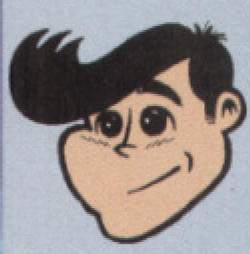
ECCOING SOUNDS

Ecco the Dolphin uses the Q-Sound (tm) surround sound system. The soundtrack has been digitally mastered to sound as though sounds are coming at you from a 180 degrees semi-circle in front of you. Connect up to a decent hi-fi system for the best results.





COMMENT



RICH

Last November I reviewed a superlative new Megadrive title: Ecco the Dolphin. It set new standards in videogaming and we immediately called it Megadrive Game of the Year! Now the Mega-CD version has arrived and it's my pleasure to say that it is utterly superb. As you can see from the screenshots, it's much the same game - but now even bigger! There are over 30 levels in the new version packed with some of the most brain-bending puzzles you'll ever see. The atmosphere is even more amazing in this CD title. Awesome ambient music issues out from the speakers - I thoroughly recommend attaching your Mega-CD to your stereo for this one to appreciate the pseudo surround sound. It's just stunning. I must say though that most of the game is virtually the same as the Megadrive version, so if you own that there's little point buying this. However, there's not denying that It's simply astounding and easily the greatest Mega-CD title money can buy.

LIBRARY FMV

Take a trip to the Library level in the game to find out the most revealing information in the entire game. Also, two extra information glyphs have been added. Access these and the player is treated to a five minute full-motion video documentary on dolphins and their amazing abilities! Not surprisingly, this wasn't in the cartridge original and is very intriguing to say the least.











ECCO ABILITIES

Being a powerful bottlenose dolphin, Ecco is one of the most agile, speedy creatures in the ocean. Pressing button C pumps up his speed, whilst B launches Ecco forward at great velocity, which enables him to attack the socially challenged members of the undersea community. Button A sends out his song, which enables him to communicate with other intelligent marine life. Holding this button down brings up a sonar picture of the surroundings, enabling our marine hero to get his bearings.

CD/CART DIFFERENCES

From the screenshots, Ecco the Dolphin looks much the same as the Megadrive game we reviewed in our Christmas issue (rated at 97%). Indeed, the game plays exactly like the cart version, but benefits from extra levels that weren't in the cart game as well as some incredible music that really helps to enhance the game.



PRESENTATION — 90

▲ No options as such, but a fine password screen and an amazingly polished feel to the game.

GRAPHICS — 95

▲ Some of the best graphics on the Mega-CD. A vast range of backdrops and strange underwater denizens for the player to discover on his/her travels.

SOUND — 97

▲ Brilliant ambient soundtracks with dolphin song and splashing noises. Coupled with Q-Sound (tm), it's simply tremendous.

PLAYABILITY — 96

▲ Ecco is super-playable, with smooth gameplay and logical puzzles. The difficulty level changes as you play to ensure a challenge for players of all abilities.

LASTABILITY — 95

▲ There are over 30 levels and the going gets tough around level ten. The puzzling action keeps you coming back for ages: you find yourself compelled to see that next level.

OVERALL — 96

An oustanding release. Perhaps too similar to the original version, but the awesome sound and bigger challenge make this the best Mega-CD title available!



DON'T BE A MONSTER ASTRO-GEEK AND MISS OUT ON THE BIGGEST HAPPENING FOR 65 MILLION YEARS.
* MONSTER ~HUGE COMPETITIONS WHICH LEAVE OTHER SAD MAGS IN THE SHADE.
* TOP~ BANANA FEATURES WITH EUROPE'S BIGGEST STARS.
* MASSIVE NEW SIGNINGS OF FOOTBALL'S BIGGEST-EVER NAMES.
MATCH
THE BIG~VALUE FOOTY MAG WITH IDEAS YEARS AHEAD OF THE REST.

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage



SLAP FIGHT MD



1 PLAYERS

PRICE	£39.99
BY	TENGEN
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 4
RESPONSIVENESS: QUICK
GAME DIFFICULTY: HARD

1ST DAY SCORE

283260

ORIGIN

Slap Fight MD is a conversion of an ancient coin-op that Dave and Jaz used to play when still they wore shorts.

HOW TO CONTROL

The Slap Fighter mimics the directions pressed on the D-pad. Press UP and the fighter moves up; DOWN and the fighter moves down Get it? Good grief!

A Chooses a power-up.

B Engages the fighter's rapid-fire.

C Fires a single shot.

S Guess what...it starts and pauses the game!

HOW TO PLAY

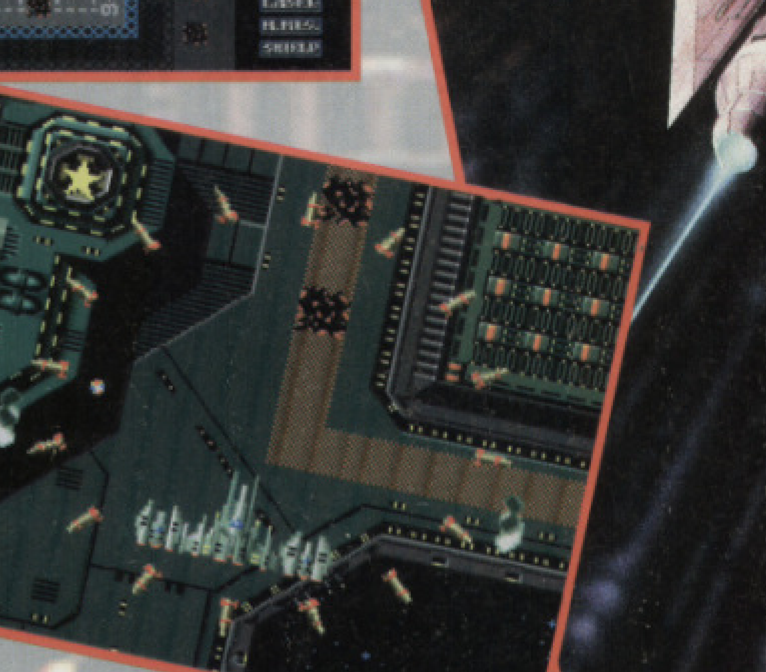
Fly the Slap Fighter over 80 sectors of alien occupied territory. Dodge the enemy fire and ensure that your fighter's hits them where it hurts!

'Hello, may I interest you in a few missiles? I have four right here with me. Care to try some? Well TOUGH - you've got no choice!'

Toaplan are a company responsible for making many advances with their innovative shoot 'em ups — Hellfire and Zero Wing are major league examples of their success in this area. A little known fact about Toaplan's Slap Fight is that it, along with Irem's R-Type, is tagged as the forerunner of all the great shoot 'em ups in existence today. Though the game is similar in style to its 1980's competitors, this vertical scroller's edge lies with the massive array of power-ups at the player's disposal.

Tengen, having recognised Slap Fight as a classic, now have this accurate conversion prepared for the Megadrive. Of course, due to Slap Fight's age, the game on its own might not seem so attractive. For this reason Tengen have honoured the original with a variation of their own entitled Slap Fight MD, which is another classic exclusively available for the Megadrive. Whereas the scene of the original is set over the surface of a planet similar to earth, Slap Fight MD takes place in the far reaches of outer-space. As both titles feature music by Yuzo Koshiro — the guy responsible for Streets of Rage I and II — the whole package seems just great! The question is: how great?



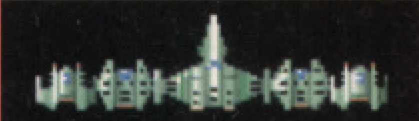


NEW AND IMPROVED!

In all there are five variations of weaponry available. Both the games begin with the fighter equipped with the basic shot weapon — a standard missile affair. The list of replacements are as follows and are gained by collecting bonus stars left in the wake of defeated enemies:



Homing Missiles: The cheat mentioned above indicates how effective these babies are when the fighter is fully powered up! With these the player is left to concentrate on dodging enemy fire alone as the missiles seek out their target. Excellent!



Laser: As is often the case, the laser is powerful yet slow. This is the standard set by Slap Fight. It's a pity that no-one has yet improved this situation!

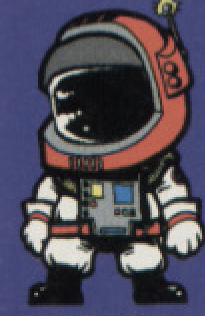


ARCADE PERFECT

Not only does Slap Fight look, sound and feel like the coin-op but the original mode retains a cheat from the arcade machine too! Here's how it works: Begin the game as usual, however don't move the ship or touch any buttons. After a few seconds the ship is taken out by a solitary missile. Now, as the Slap Fighter flies into battle once more it has full, homing-missile power-wings!

▲These wings keep the Slap Fighter fresh and dry and gives it confidence.

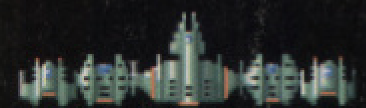
COMMENT



PAUL

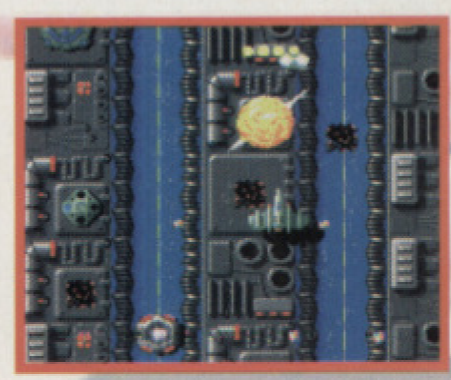
OK, so Slap Fight is about as new as Ethel from Eastenders, but this doesn't stop it from being a classic of, well, Jaz's time at least. Owning the original game is a decent enough prospect in itself, but Tengen's inclusion of Slap Fight MD is more attractive still. Though even Slap Fight MD looks quite dated, Toaplan's ingenuity shines through the primary colours and feeble explosions offering near perfect playability. Perhapsit is because Slap Fight is one of the originators of the shoot 'em ups we know today that this is a refreshing change from the graphically-intense but ultimately dull offerings of recent months. The layout of the levels and the skills required in safely passing the fighter through them provides a massive adrenalin rush while it lasts. There are enemy missiles everywhere on screen, making some sections appear impassable at first where not even massive power-ups guarantee the player's safety! Slap Fight original is beaten into submission within a day, but only because of the unlimited continues available. Though it's a short game — the 80 sections are extremely tiny — this is neatly balanced by the addition of Slap Fight MD. A shoot 'em up fanatic's dream-come-true, Slap Fight is well worth a look!

Side-Shot: As the fighter shifts from left to right on-screen, the Side-Shot makes these movements far more effective by taking into account those enemies trying to sneak round the back.



Bomb: Again very slow, but careful use of its powers makes for some very satisfying, mass destruction indeed!





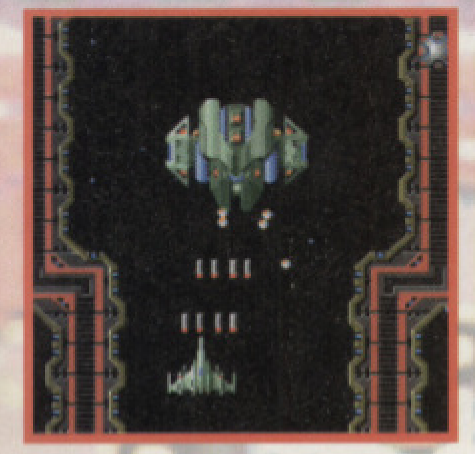


COMMENT

GUS

You can see for yourself that Slap Fight is hardly a graphical master-piece. No disrespect to Yuzo Koshiro either, but the music is rather naff too! However the game just keeps calling me back for another go. Too often a great looking Megadrive title happens along and provides about an hour's worth of enter-tainment before losing its appeal altogether. The fact that Slap Fight has been around for almost a decade now and is still so fiendishly addictive pretty much speaks for itself! Despite its basic appearance the game has impressed everyone here and there's no reason why any blaster master shouldn't feel likewise.

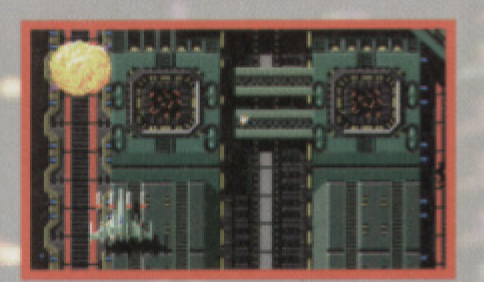
▲ Let's ignore that fine action shot below and concentrate, instead, on Gus's comment. Great, isn't it?





SLAP IT ON!

There are two noticeable improvements made to the original Slap Fight in Tengen's conversion. The first worthy of note is the addition of Yuzo Koshiro's remixed soundtracks. Yuzo is the person responsible for the classic Super Shinobi and Streets of Rage sound-tracks. We don't need to tell you what an asset this is as Yuzo's music speaks for itself. Second in line for Slap Fight's overhaul is Tengen's own Slap Fight MD — a game that takes the basic idea of the original, with all the same weapons and power-ups, but dresses it up with different space-ships and hi-tech, alien bases! Cool or what!



NOW WITH WINGS!

In making the most of the fighter's current choice of weapon the fighter upgrading the width of its wings is also possible and is Slap Fighter's most distinctive feature! The wings are extended up to three times until the fighter is so wide that its move-ment is somewhat restricted. Nevertheless this lack of freedom is brilliant fun while it lasts as the amount of dam-age a fully equipped Slap Fighter causes is superb! the extensions are chosen from the same list as the weapon replacements.



LONG TERM REPORT					
HOUR	■	■	■	■	■
DAY	■	■	■	■	■
WEEK	■	■	■	■	□
MONTH	■	■	■	□	□
YEAR	■	■	□	□	□

BREAKDOWN					
STRATEGY	■	■	□	□	□
CHALLENGE	■	■	■	□	□
ACTION	■	■	■	■	□
REFLEXES	■	■	■	■	□
ORIGINALITY	■	□	□	□	□

PRESENTATION 79

▲ The amount of options at the player's disposal are almost unnecessary.
▼ Slap Fight's attract sequences wither alongside the likes of Thunderforce IV.

GRAPHICS 76

▲ Very basic yet imaginative sprites and backgrounds por-tray the game well.
▼ This dated style impresses no-one these days in the light of the Megadrive's capabilities.

SOUND 74

▲ Yuzo Koshiro's name in association with the game's music is credit in itself.
▼ However, the tunes are very so-so with scruffy speech and average sound effects.

PLAYABILITY 84

▲ Slap Fight has all the ingredients that make the best shoot 'em ups so addictive.
▼ Players hoping for a pleasurable experience can forget it! Both games are totally unforgiving from beginning to end!

LASTABILITY 56

▲ The stiff challenge offered by Slap Fight is undeniable.
▼ The unlimited con-tinues provide the chance of an early completion.

OVERALL 76

In spite of its age, Slap Fight is a true shoot 'em up classic. The extras make it all the more worthwhile!

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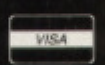
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PREVIEWS

GUNSTAR HEROES

A new development team made up of programmers from the Konami vaults looks like being good news for Megadrive owners. Treasure is the name of this team and they are set to make a big impression with their first release, Gunstar Heroes.

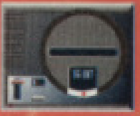
A scrolling shoot 'em up for two players, Gunstar Heroes is the tale of two sassy young men carrying weapons into the domain of a mad, bad public enemy. Nothing new in the scenario, but the games levels are split into a variety of sub-missions, each with a distinctive playstyle. There are ground-based areas, underground caves to be traversed on a skateboard and a sequence requiring you to scale a giant airship. There's also lots of power-up weaponry. Each Gunstar selects a weapon type at the start of the game, but can combine this with another type later on, for all sorts of curious effects.



The screenshots here tell their own story about how polished the game looks; very much in the ultra-slick, Japanese mode of Konami games, and featuring tons of graphic effects and surprises. The most remarkable features of the game are the bosses. There's more of them you could possibly shake a stick at, and some are quite unprecedented for the Megadrive.

It cannot be denied that Gunstar Heroes is shaping up to be something very special. Just how special, to the accuracy of a single percentage point, will be revealed in a not too future issue of MEAN MACHINES. We consider it no less than our duty.





▲ No silly captions to describe this rather serious assualt of some silly-looking enemies on our Gunstar Hero.

▼ Yes, I know he's on the ceiling. No tittering — this is a serious momentof the underground level, not a silly one.

▲ One of the preposterous Gunstar Heroes bosses. It may look silly, but it's a serious captioning matter.

▲ I'm sorrry, I must be silly — hah! spiky donuts of doom!

▲ No silly,smelly trump related captions here. Oh no.

1-2 PLAYERS	
RELEASE	TBA
BY	SEGA
PRICE	TBA
PERCENT COMPLETE	



▲ *Yeah... flippin' 'ard core innit? Or something...*

We know there have been a veritable stack of Sega baseball games out of late but EA's Super Baseball 2020 for the Megadrive is a futuristic game with a difference where you can choose men, women or even robots to champion your teams.

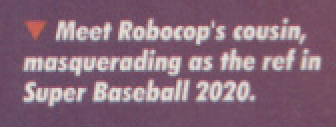
The 16-meg cart is a conversion of the Neo-Geo arcade hit and includes 12 teams in two leagues each with 16 unique players. Each team has its hard hitters, goodly fielders and fast runners. There are cash prizes for good performances which are used to buy power-ups for the pitchers or batters. But watch your step because a bad show reduces the prize money.

Areas of the infield and outfield are covered by a special armoured glass so that the fair zone becomes wider and after every new inning, land mines are planted in the outfield to add a bit of excitement to the fielding. There's one- or two-player action and a one-player vs two-player option, a password save and a surge of power after the seventh innings so sad losers have the chance to come from behind.

Why software company's keep releasing baseball games in this country when the majority of people couldn't be less interested in the sport we haven't a clue but Super Baseball 2020 is certainly a lot different from any baseball game we've seen before so perhaps there's hope yet. To find out if it's good or crud you'll have to wait until the full review in next month's issue of MEAN MACHINES SEGA.

SUPER BASEBALL 2020

▲ *The fielding team can judge where their covering players are on this screen which show the direction the ball is heading.*



▼ *Meet Robocop's cousin, masquerading as the ref in Super Baseball 2020.*





▲ These smart cut-screens appear to depict a close call or some other dramatic event in the game.

▼ Spang! The batting team start their inning with a corking hit! Now run, run you fool! Run like the wind!

▲ Super 2020 Baseball action ahoy! x xxxx xxxxx xxxxx xxxx xxxxx xxxx xxx xxxx xxx xxx xxx xxx xxxxxx x xxx xxx x

1-2 PLAYERS	
RELEASE	SEPTEMBER
BY	EA
PRICE	£49.99

PERCENT COMPLETE

CHUCK ROCK II

SON OF CHUCK ROCK

▲ Whacking a monster a day, keeps deep teeth marks away.

▲ Of all the colours God could have made a deadly monster and he made me pink!

▲ I want my mommy an' my bottle an' I wannna go home!



Since defeating the foul and festering Gary Gritter in his last Megadrive adventure, Chuck of Chuck Rock fame has done all right, carving himself out a nice little niche in the world. He's currently sitting pretty (financially not facially) as head of one of the biggest car manufacturers in the country, he's got an adorable wife and kid at home, who could ask for more?

But, as we all know, when life is looking rosy, something inevitably goes horribly wrong. And sure enough, one day a brick comes flying through the Rocks' window inscribed with a ransom note threatening to waste Chuck unless his missus coughs up loads of wonga. Enter six-month-old Chuck Junior who, armed only with some Farley's rusks (and a big, bad mutha of a club) prepares to rescue his dad from the clutches of his biggest business rival — Brick Jagger in Chuck Rock II: Son of Chuck Rock.

This new Megadrive platform jaunt (which is also coming out on all other Sega formats, including CD) features six different levels, each split into different zones and including mind-bending sub-games. The player bashes dinosaurs, monkeys, flame-thrower wielding robots, killer flies and that's just before breakfast! There are puzzles to solve, blocks to boot about, monsters to ride and baby bottles to collect. As you can see from the screenshots, the graphics are looking pretty corking with some gorgeous backdrops and humungous sprites. We'll fill you in on the gameplay in a full review next month.





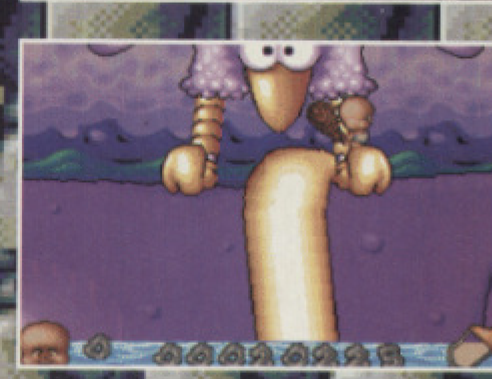
▲Leviation what's you need if you wannabe a daddy saver!



▲Oh no, no bog roll — come here, small furry animal!

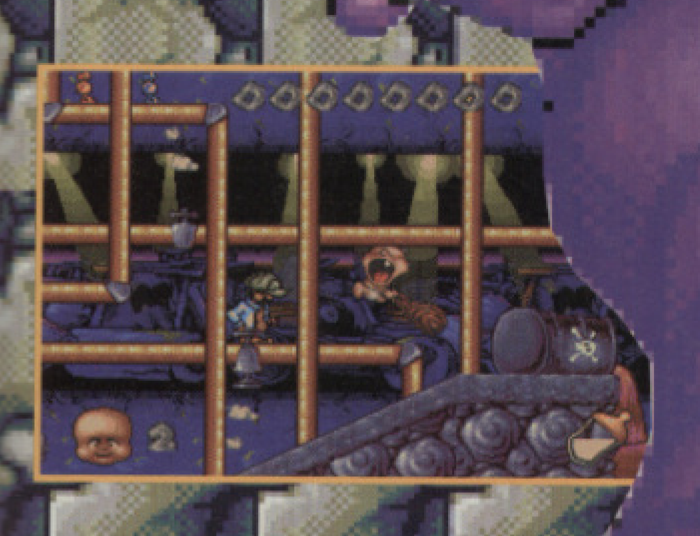




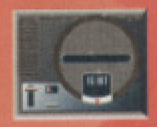




▲Chuck Junior beholds a primitive form of teas-made!







HAUNTING ★starring POLTERGUY

When you're desperate for a bit of cash sometimes the only answer is to bump off a wealthy relative. But it's very rare to get away with such a heinous crime scot-free as the greedy Sardini family found to their chagrin when they wasted their dear Uncle Guy in this new Megadrive game from EA.

The wicked clan may have scooped itself wads of dosh and four palatial mansions but Vito, Flo and kids Tony and Mimi have also got themselves a permanent uninvited house-guest — yup, Guy, who's a touch racked off about his untimely demise, has come back from the grave to become 'Polterguy'. His mission: revenge!

As a fully-fledged phantom, the player gets to use his supernatural powers to possess over 400 fright-items to scare the wicked family out of their not-to-abundant-wits and out of their homes. Watch Flo lose her wig when Guy freaks her out with a chainsaw and witness Vito lose his trousers at finding a body in his boot. There's also a Zombie-ize feature which takes over a family member and spooks the others out of the house.



▲ *Caught between the hellish heads of doom!*

▲ *Eeek! Get it away! Five week old broccoli!*

Polterguy only has a limited supply of the vital ectoplasm that powers his scare tactics and must occasionally return to the netherworld to replenish his supplies. However, Ectobeasts are out to spoil the spooky spectre's fun, so watch out.

Designed by the creators of Cyberball and Rampart, Haunting Starring Polterguy is packed into a 16-Meg cart and so far is looking fab but tune into next month's issue of MEAN MACHINES SEGA for the full chilling run-down.



▲ *Aren't corner baths terribly nouveau riche? Polterguy seems to think so, as he scares the living cack out the occupants.*



▲ *There's always one bad skeleton in the barrel.*



1 PLAYER	
RELEASE	SEPTEMBER
BY	EA
PRICE	£49.99
PERCENT COMPLETE	

▲ Five minutes after sitting down to Pop-Tarts served with Bachelor's Savoury Rice, the family promptly keeled over — and died!

▲ Fly, fly you stools!

▲ Haunting lets you into the details of a very scared person's underwear. Not for the faint-hearted!

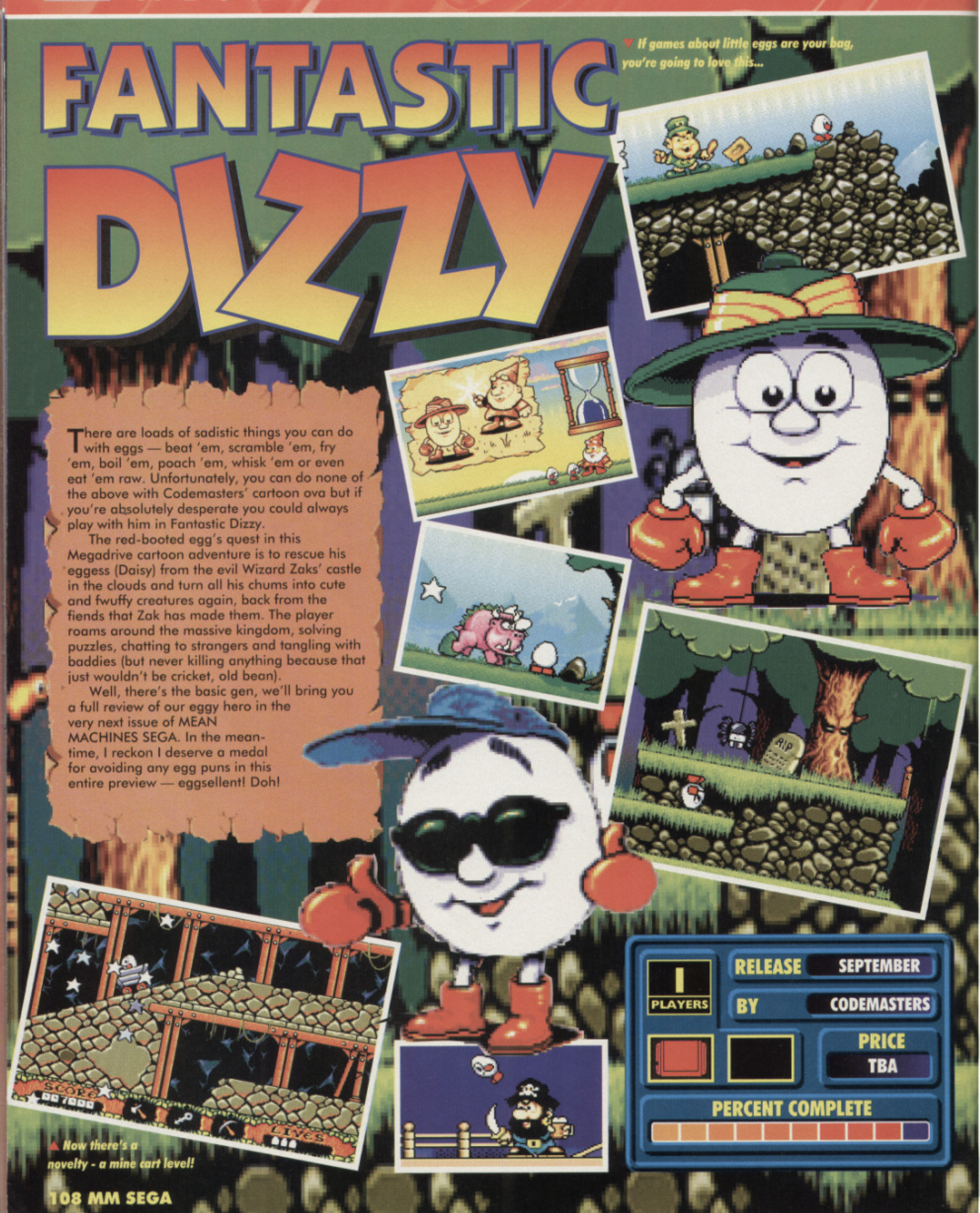
FANTASTIC DIZZY

▼ *If games about little eggs are your bag, you're going to love this...*

There are loads of sadistic things you can do with eggs — beat 'em, scramble 'em, fry 'em, boil 'em, poach 'em, whisk 'em or even eat 'em raw. Unfortunately, you can do none of the above with Codemasters' cartoon ova but if you're absolutely desperate you could always play with him in Fantastic Dizzy.

The red-booted egg's quest in this Megadrive cartoon adventure is to rescue his eggess (Daisy) from the evil Wizard Zaks' castle in the clouds and turn all his chums into cute and fwuffy creatures again, back from the fiends that Zak has made them. The player roams around the massive kingdom, solving puzzles, chatting to strangers and tangling with baddies (but never killing anything because that just wouldn't be cricket, old bean).

Well, there's the basic gen, we'll bring you a full review of our eggy hero in the very next issue of MEAN MACHINES SEGA. In the meantime, I reckon I deserve a medal for avoiding any egg puns in this entire preview — eggsellent! Doh!



▲ *Now there's a novelty - a mine cart level!*

1 PLAYERS	RELEASE	SEPTEMBER
	BY	CODEMASTERS
	PRICE	TBA
PERCENT COMPLETE		

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ATARI LYNX for sale with xenophobe, worth £115, sell for £70, if interested, phone Scott on (0483) 715709, after 6pm, also Master Systm with 7 games and 2 controllers (1 control pad), worth £190, will sell for £90. (Woking, Surrey).
MEGADRIVE with 12 games, inc. Sonic 2, Shinobi for £350 or 11 games for (Pal) CD and game(s). Tel. (0787) 224055.
AMSTRAD CPC 464 computer with colour monitor, also with adaptor, 5-star joystick, plastic covers plus 60 games! will sell the lot for £99 ono. Tel. (0869) 252678 ,after 4pm. The computer is in excellent condition, you won't find a better bargain!
NES with 2 control pads and advantage, light gun, 9 games, including Mario 1,2&3, all boxed with instructions, £200. Tel. (0707) 874315.
PC ENGINE for sale, 8 games, including Formatiion Soccer, Motoroader and R-Type, slow motion rapid fire pad, £100. Tel. Michael on (0538) 304595.
MEGADRIVE (UK), 3 months old, still boxed, includes 1 joypad and 4 brilliant games, also includes Japanese convertor plus a Megadrive Cheat Book, worth at least £270, sell for £135. Tel. Abdul on 081-640 8049, for a definite bargain!
SNES PAL/SCART with 12 games, 3 joypads (1 auto), super scope, games inc. Street Fighter II, Mario Kart, Mario 4, Contra III, Rival Turf, Exhaust Heat, all for £350. Tel. Nick on (0276) 24236, plus Jap/USA convertor.
MEGADRIVE FOR SALE, good condition, 7 games, JM '92, Sonic 2, Robocod, etc, 23 joypads, cheat book, only £225. Tel. Tim on (0703) 315210.
LOADS OF ATARI ST games for sale (including Monkey Island and SF II), SOR II and Sonic II (Megadrive) will swap. Tel. (0832) 735207.
AMIGA FOR SALE, or will part exchange for Super NES games, 1Meg upgrade, joystick, mouse, and over 70 games, inc. Kick-Off 2, Lemmings 2, PGA Tour Golf and many more, for offers and details, contact: Simon on (0525) 861721.
PSS 150 YAMAHA keyboard, complete with box and instructions, £40 or swap for Lemmings, SOR II or any good MD game. Write to: L. Davies, 74 Devon Road, Frankley, Birmingham B45 0NP.
SEGA MENACER for sale, nearly new, hardly used, extremely good condition, 6-game cart included, £35. Tel. 038-17281, after 6.30pm. Quickly!
UK MEGADRIVE with Sonic the Hedgehog, 1 joypad, 6 months old, great condition, £85 ono. Tel. (0239) 710356.
SEGA GAME GEAR for sale, with 4 great games, also Master Gear worth £270, sell for £100. Tel. Daniel on (0780) 783651.
MASTER SYSTEM II plus 1 pad and 6 games, mint condition, £70 ono. Tel. Kevin on 081-347 8616, or leave message.
GAMES FOR MEGADRIVE Smash TV, T2 Arcade, WWF, Splatterhouse 2, Two-C-Dudes, £27 each, brilliant condition. Tel. Gary on (0494) 534232.
BOXED AMIGA 500, 1Meg upgrade, TV modulator, 1 joystick, 2 manuals, 10 games, including Final Fight, Dragons Lair, Paperboy; Falcon and 1 brilliant art program, everything in mint condition, absolute bargain at £200. Tel. Chris on 081-578 3624.
PC ENGINE with 8 games , £100, also 4-player adaptor with 1 pad, £30.Tel. Chai on (0825) 762288.
MEGADRIVE, mint condition, all boxed, plus 2 joypads and Thunder Force III, Alasia Dragoon, Sonic. Tel. Barclay on (0425) 475073.
GAMEBOY for sale, WWF 2, Tetris and GB Holster, excellent condition, £55 ono, also Megadrive games for sale, JM '92 £14, Bulls vs. Lakers £23, Mercs £11, Toejam and Earl £12, WWF Wrestlemania £22, Wrestle War £14. Tel. Kevin on (0269) 593950.
SUPER MONACO 2 for Game Gear £17 with manual. Tel. Paul on (0752) 338034, after 5pm.
MEGADRIVE plus Streets of Rage 2, WWF and Sonic, brilliant condition, plus 2 pads £100. Tel. (0727) 874150. (St. Albans, Herts).
AMIGA 500 + colour monitor, 35 games, x-copy, blanks, joystick, mouse, leads, £280 ovno; Atari 520 ST FM, d/s drive, mouse, games, pro-copy, £130 ovno; Atari 2nd drive £40 ovno; Atari SM 124 monitor, £50 ovno; Star LC24-10 printer, £100 ovno; Epsom LX 400 printer, £75 ovno, avgc. Tel. (0322) 223766, buyer must collect.
MEGADRIVE with Super Kick-Off and Streets of Rage 2 and Jap convertor plus loads of Sega mags, books, videos... all this for only £120 (must collect). Tel. (0484) 538694, ask for Glyn (Huddersfield). PS: Will swap for Super Nintendo.
SNES FOR SALE with 14 games, also included is an S.Scope and AR games, includes S.Figher 2, Ranma 1, SM.Kart, Contra 4, Zelda 3, P.Wings, S.Tennis and Turtles 4, everything is boxed, sell for £450, first come, first served. Tel. Edward on (03552) 22884, after 5-6pm.
UK MEGADRIVE, boxed as new, with 2 control pads, including 7 games: John Madden '93, Thunderforce 4, Speedball 2, Team USA Basketball and more, all in excellent condition. sell for £200. Tel. David on (0686) 412778, after 6pm.
ATARI LYNX 2 plus 2 games, ac adaptor and carry bag £70. Tel. Ben on (0245) 400112, after 6pm.
UK MEGADRIVE, 4 games, EA Hockey, Road Rash, Rolo, Sonic 1, Action Replay Pro, 2 joypads, 1 propad, Master System convertor, all boxed and 35 mags, posters, cover, gifts worth over £360, will sell for £200, a bargain. Tel. (0483) 770840, after 5pm.
FOR SALE OR SWAP WWF ,Super Wrestlemania for Megadrive for your Alien 3, Moonwalker, Budokan or Road Rash II, possibly consider other games, or sell for £30. Contact Siôn on (0248) 722305, weekdays after 5pm or weekends, anytime.
UK MEGA-CD for sale, with Sega Arcade Collection, Cobra, Commando, Sol-Feace and Road Avenger, sell for £225 ono, also swap Megadrive (UK) with star control, Sonic 2, Ecco, Lemmings, 3 controllers, for SNES with 2 games , ie Mario World, Pilotwings. Tel. (0303) 893153.
LOBSTERS! Quality Megadrive games like: Chakan, Aquatic Games, Krusty's, Pitfighter, Toejam & Earl, Arcus, Odyssey, James Pond II, Shadow Dancer ,Ecco and more for £15-£20. Tel. Mike on (0788) 891 440, all in good condition.
BARGAIN Japanese Sega Megadrive with Eswat and Golden Axe, 2 boxed and brand new, quick sale at £80. Tel. Dave on 061-339 9770.
FOR SALE, Super Kick-Off (MD), brand new, worth £45, sell for £30. Tel. (0992) 444855.
MEGADRIVE, boxed , 2 joypads, 8 games, Sonic 2, EA Hockey 2, Streets of Rage 2, Desert Strike, Thunderforce 4, Tazmania, etc, plus 49 mags £220 ono. Tel. 071-586 4130.
GAMEBOY games for sale £12 each, Super Kick-Off, Marioland, Choplifter II, Battle-Toads, GoGo Tank, Terminator II, Double Dragon II, Blades of Steel and Side Pocket, all as new. Tel. Tom on (0733) 557546
NES FOR SALE with 3 games including Mario 3 and zapper gun, as new £85, also SNES Zelda III for sale £20. Tel. Tom on (0733) 557546, before 9pm.
PC ENGINE Core Grafx for sale with 4 games, including PC Kid II, all as new £110. Tel. Tom on (0733) 557546, also old Mean Machines for sale, issues 2, 6, and 9-24 £1.80 each, all as new.
ATARI LYNX 1 for sale, with large carry case, adaptor and 6 games, including APB, Ninja, Warriors and Golf, everything boxed as new £155. Tel. Tom on (0733) 557546.
NES 6 games 4-score, 2 joypads, joystick, magazines, cleaning kit for £185 ono. Tel. (0760) 338790, after 6pm and ask for Colin Andrew, or swap for SNES and 1 or 2 games, 2 controllers, any game(s) pref. Street Fighter 2.
SEGA GAME GEAR, Sonic, Out-Run, Europa, Super Monaco GP II games £25 the lot. Tel. 061-902 1526, daytime only and ask for Pete.
AMIGA 500 plus Cartoon Classic Pack for sale (1.5Mb), still wrapped-up and boxed (never used), unwanted present, over £400 of software, mouse, joystick, shop price over £500, sell for £200-£250, great bargain. Tel. Guy on 071-733 1323.
MEGADRIVE, joypad, ac adaptor, RF-switch, Sonic 1&2, Road Rash, Golden Axe, Shinobi 2, Quackshot, NHL '93, good condition, £210. Tel. Simon on 081-993 1650.
JAP MEGADRIVE for sale with 2 top joypads/sticks, also 8 games inc. Sonic 1&2, Shinobi and Streets of Rage I, all for £250 ono. Tel. Joe on (0938) 810205, after 4pm. No post delivery, preferably someone in Wales.
TEDDY BOY, Quartet, no instructions, and mains adaptor for Game Gear all for £10, Wonderboy in Monsterland £15, Indiana Jones £10, Sonic 2 for Game Gear £15. Tel. Tony Tsang on 041-634 8287, between 9.30-11.30pm, Monday & Wednesday evenings only.
GAME GEAR, psu, Master Gear, Sonic, Sonic 2, Columns, Devilish, Prince of Persia, Chuck Rock, Super Space Invaders, Alien 3, Terminator, worth over £300, all boxed with instructions, bargain at £170. Tel. Cambridge (0223) 880705, after 7pm.
SNES WITH SF II for sale, only £95 ono, also Megadrive with 3 games only £95 ono. Tel. (0392) 438513, ask for Helen.
AMSTRAD CPC 6128, nearly 50 games, 3 joysticks, TV and radio tuner and monitor, sell for £175. Tel. (0494) 672426.
MEGADRIVE with 2 control pads, plus 5 games, only 5 months old £130 ono. Tel. 081-476 1424.
MEGADRIVE for sale, with 8 games £200 all 88% and above – World of Illusion, Mickey & Donald, Super Off Road, Lemmings, Sonic, Populous, Wonderboy in Monster World, F22 Interceptor, EA Hockey ,2 joypads, carry case, good condition. Tel. (0702) 467438.
MEGADRIVE GAMES for sale, all UK, games include SOR II, Krusty's Funhouse, and World of Illusion, will sell for between £10-£30, depending on game. Call Richard on (0222) 371515 for details. All games boxed and in excellent condition.
MEGADRIVE for sale, boxed with 6 games including Sonic 2, Desert Strike, Lemmings and others with 2 joypads worth £350, sell for £225 ono. Tel. 021-773 0832.
GAME GEAR, mains adaptor, carry case and 6 games, including Sonic, Sonic 2, Global Gladiators, Olympic Gold, Shinobi and Columns, worth over £240, sell for £140, all boxed with instructions, if interested contact Lewis on Stevenage (0438) 359135.
MEGADRIVE and 6 games, all boxed and instructions, Euro Club, Soccer, etc, carrying case, 2 control pads. Tel. Louise on (0277) 208004.

MART 

AMERICAN SUPER NES, Scart only, 8 games, including Starfox, Street Fighter 2, games adaptor, 2 control pads, sell for £350, no cheques. Tel. (0252) 511030, after 6pm.
PC ENGINE with 9 great games, including Gradius, Salamander, Outrun, Space Harrier, Power Drift, Chase HQ and New Zealand Story, fully boxed, and in excellent condition, only £200 ono. Contact Andy on 051-339 9566.
LOOK I AM SELLING a Commodore Vic 20 complete with keyboard, database, book joystick and over 13 games, worth over £120, sell for £65 or swap for Commodore 64. Tel. 071-635
5234 or write to: Jerry Cooper, 1 Beechdene, Carlton Grove, Acorn Estate, London SE15 2UH.
MEGADRIVE, 2 pads and 18 games for sale, worth over £700,sell for £475, including Ecco, Sonic, Strider, Desert Strike, Megla-lo-Mania, Street of Rage. Tel. 071-277 0240.
BEST BUY PC Engine hand-held with 2 games incuding PC, Kid II, mains adaptor, boxed, excellent condition, worth £300, will sell for £180 ono. Tel. Simon on (0702) 295458, after 5pm.
FIGHTER FOR SALE, gift from holiday, £230. Write to: Simon Chan, 55 Dickson Street, Widnes, Cheshire WA8 6NX or phone 051-424 0216.
HEY!!! Official Megadrive for sale, controllers, stereo jack and 9 games including Speedball 2, JM '92, Streets of Rage 2, Alien 3, Mega-lo-Mania and PGA Tour Golf, both Megadrive and games are fully instructioned, boxed and in mint condition, accepting sensible offers, around £260. Tel. Dan on (0908) 679706.
PORSCHES! Just kidding! Robocod £22, Decap £28, also wanted Game Genie, will pay upto £30. Tel. Chris on (0494) 535799, weekdays 5-9pm.
MEGADRIVE for sale, with Sonic 2, Lemmings and Menacer worth £230, accept £125. Tel. (05394) 36609, excellent condition. (Lake District).
GAMEBOY for sale, with 5 games, Marioland, Home Alone 2, etc, with carry case, worth £170, accept £75. Tel. (05394) 36609, excellent condition.
FOR SALE, Gameboy with Super Kick-Off, Dragon's Lair, Super Marioland 2, Blades of Steel, WWF 2 and Tetris, mostly boxed, worth £190 sell for £110. Tel. (0634) 666055, after 5pm.
MEGADRIVE plays all carts, pad, powerstick, carry case, 9 games, inc. PGA Tour Golf, EA Hockey, Lakers vs. Celtics, Road Rash, sale of single games or whole package £335, vgc, all games boxed with instuctions. Tel. (0372) 726840, after 6.30pm.
AMSTRAD CRC 6128, colour monitor, over £350 games, eg Robocop, Shadow Warriors, worth over £750, sell for £95 ono. Tel. 081-876 6795.
MEGADRIVE, 4 games, all EA, eg. Desert Strike, Madden '92, vgc, worth over £260, sell for £125 ono. Tel. 081-876 6795.
MEGADRIVE for sale (Jap), 6 amazing games, Sonic, J. Madden '92, MM & DD, World of Illusion, Streets of Rage II, Wrestle Wars and Quackshot, 1 turbop joypad and 1 normal joypad, vgc, all boxed, sell for £250 ono. Tel. Richard on (0646) 682581.
MEGADRIVE GAMES for sale, all boxed with instructions, I have Streets of Rage I & II, Desert Strike, EA Hockey, PGA Tour Golf, Road Rash 2 and Sonic 2, all games under £25, if interested, contact Brian on (0232) 838101.
ATARI LYNX for sale, complete with 4 games and carry case £80 ono (boxed). Tel. Ryan on (0784) 432394.
LOOK!!! Megadrive games for sale, inc. Revenge of Shinobi and Super Monaco GP both 94% also Master System games inc. Vigilante and Super Tennis, prices vary from £6-£18. Tel. Joe on 081-960 0536, after 5pm everyday.
FOR SALE Megadrive games, European Club Soccer, World of Illusion, Castle of Illusion, Eswat, WWF, Dick Tracy £20 each, all boxed with instructions. Tel. (0442) 872077.
SEGA MEGADRIVE, 6 top 10 games, 2 joypads, only 2 months old, £180 ono, if interested, call David on (0222) 766969.
AMIGA 500, 1Meg upgrade, good condition, over £300 of games, joystick, mouse and mat, lots of magazines, will sell for £240 ono, or will swap for Super Nintendo and games. Tel. (0903) 501457, after 6pm, and ask for Matthew.
MEGADRIVE 1-year-old, 8 games, including Sonic 2 & Striker, 2 pads, 1 turbo, headphones, boxed with instructions all for £285, also Nintendo Super Scope for sale £30 with batteries. Tel. Simon on 021-705 6699. Quick!
ATARI 520 STE 1Meg upgrade, ext., disk drive, 4 joysticks, mouse, dtp, business and games software plus accessories. Tel. 021-357 4262.
ATTENTION! I would like to sell Flashback for Megadrive £33, John Madden '92 £22, also for Gameboy: Marioland 2 £21 and Terminator 2 £17, if interested, call 071-703 7516, Mon-Fri, only between 5-8pm.
MEGADRIVE for sale, 19 top games, like Sonic 2, Ecco, Streets of Rage 23, John Madden '92, 2 turbo pads, scart and 17 mags, worth well over £600, sell for around £400. Tel. Phil on (0297) 60347.

SWAPS

I WILL SWAP Mickey Mouse on the Gameboy for any Megadrive or Gameboy games. Contact Victoria on (0507) 527244.
MEGADRIVE GAMES for swap, Road Rash 2, PGA Tour II, J Madden '93, Golden Axe, Altered Beast, Sonic, if interested, phone (0425) 622996 and ask for Sam.
SWAP T2, Sonic 2 and Shadow of the Beast, for Fatal Fury, Road Rash 2, Micro Machines, Desert Strike, Power Monger, must be boxed with instructions, any other good games considered. Tel. (0642) 243502, between 5-8pm.
I WILL SWAP your Megadrive with 12 game for my Master System with 7 games. Tel. (0440) 706015, ask for Ross.
SWAP Streets of Rage II for Sunset Riders or Wrestlemania for 2 Crude Dudes. Tel. (0239) 613782, ask for Gareth.
MEGADRIVE GAMES swap, 10 games (quality), any games considered. Tel. (0436) 76788, ask for Nikolai. Jap games also welcome.
SWAP my Amiga 500 with joystick, mouse, many games for Megadrive or will sell for £225. Tel. Paresh on 081-426 8533.
SEGA GAME GEAR Sonic, Outrun, Europa, Super Monaco GP II games, swap for shooting games, except G-Loc, Halley Wars. Tel. 061-902 1526, ask for Pete.
I WILL SWAP Megadrive for SNES, I have 8 decent games, eg Sonic 1&2, Streets of Rage 1&2, Road Rash II, Tazmania, etc. SNES must have 5/6 games, preferably SF II, Mario Kart, Tiny Toons, all offers. Tel. Phil on (0242) 621429, after 7pm.
MEGARIVE GAMES for swap, Dragons Fury, Gynoug, Megalomania, Captain America, wanted: Sonic 2, Senna GP, Road Rash 2, Lotus Turbo, Challenge, Lemmings, also others considered (all above English titles). Tel. Ryan on (0483) 417996, evenings (Surrey area).
SWAP boxed Super NES with Marioworld plus boxed Propad with Action Pro Replay adaptor and extra 8 games, includes Mario Kart, SF2, Pilotwing, Contras, Joe & Maek, I want Neo-Geo with 3 games. Tel. Ricky on 071-925 0140 or home 081-368 7486.
SWAP my Megadrive in perfect condition (boxed) with 5 great games, including Hockey and Streets of Rage 2 for SNES with 2 games, or I will sell for £175. Tel. Tom on 071-624 7166, after 6pm, weekdays.
SUPER NINTENDO with 12 games, 3 joypads, convertor and magazines, for Mega-CD with 10 games or Neo-Geo with 4/5, all in excellent condition, games include Starfox and Top Gear. Contact John on (0225) 873301 (Avon area).
SWAP Chuck Rock MD for Super Kick-Off or WWF Wrestlemania. Tel. (0642) 821192 (Middlesbrough).
AFRICAN CAMMAL I will swap my MS with 12 games, phaser, s.stick and pad for your MD with 3 games, (80%+) or for your SNES with 2 games (80%+). Tel.Henry on (0279) 812811, with details. MS is boxed!
HI THERE! MS owners, how about Sonic 1 for either Golf, Simpsons or Out Run, then call Leigh on (0244) 811926, after 3pm.
SWAP my Megadrive, Mega-CD and Master System convertor, with 9 CD games, 4 Megadrive games, 2 Master System games and 2 controllers for a Neo-Geo with 3-5 games, and 2 joysticks, good condition, person must collect. Tel. (0633) 867444.

WANTED

WANTED: Mega-CD with Final Fight and Night Trap, willing to play between £150-£200. Phone (0738) 36169, after 5pm.
SEGA MEGADRIVE games, all types, old or new, please send lists to: W. Ennis, 181 HS Haarlemmerweg, 105 LB Amsterdam, Netherlands. Tel. 020-684-8425, after 5pm, please state postage and packing price as well.
WANTED: Megadrive games, Gameboy, SNES games, bought for cash. Tel. (0745) 334965, after 6pm, please.
OI! Have you got any unwanted Marvel or DC comics, new or old and in good condition? Well, contact Tristram on (0734) 772229, or write to: 5 The Green, Woosehill, Wokingham, Berkshire RG11 9PG, prices to be confirmed.
NEO GEO wanted, with 1 game and 2 controllers, will pay £200-£250, depending on game. Tel. (0939) 210361.
HELP, I'm looking for 'Space Invaders 90', on import for the Megadrive, if you have a copy in good condition, and with the booklet, I'll pay between £25-£30 for it. If you've got it, please call me on (0768) 899773, after 6pm.
I WOULD like any cheap MS games, contact: Rob on (0227) 731484, after 5pm, any weekday not weekends.

PEN PALS

I'M LOOKING for a pen friend aged 11-12 with a Megadrive. Write to: Tim, 4 Addington Road, Woodford, Northants NN14 4ES.
HI! I am a 12-year-old boy looking for girl pen friend. Please send a recent photo to: B. Preston, 52 Medway Belgrave, Tamworth, Staffs B77 2JN. My interests are most sports, music, computers and animals.
GAME-LINK! The Pen Pal Club for gamers! Over 300 membes! Free swap serivce, tips & cheats, help & more, plus. Join now and enter our free comp. to win loadsa prizes! For details send sae to: S. White, 28 Churchfierld, Ware, Herts SG12 0ED.

MISCELLANEOUS

SUPER PRO FIGHTERS for sale, £230, real time saver cards only £30, dual MGH £270. Write to: Simon Chan, 55 Dickson Street, Widnes, Cheshire WA8 6NX or phone 051-424 0216.
£200? does quick money making interest you? Send a sae to: G. Lowe, 139 Conway Avenue, Great Wakering, Essex SS3 0BH.
DO YOU NEED help with Mickey Mouse, Wonderboy, Transbot, Donald Duck, Rastan, My Hero, Bonanza Bros, or Space Harrier on the Master System? Then send an sae to: P Killin, 125 Seaview Terrace, Edinburgh, Scotland EH15 2HQ. Don't just sit there!
NEVER MIND the cack! 'Ultima' has stacks of Tips, Pen Pals, Reviews, Swaps, Fee! SAE to: AJH, 33 Central Avenue, Speke, Liverpool L24 3XG.
SUPER PRO FIGHTER (SNES) £285, Wild Card (2.2) (SNES) £285 both machines come with guarantee, power supply and 25 games over £1000, find out more. Tel. 081-749 7962, some MD games also for sale *Stop Press* FM Towns and 3DO information available.

MESSAGES

OVER 210 TIPS for Megadrive, Master System and Game Gear (also Action Replay and Game Genie codes) 50p per 3 tips. Send sae to: Greystones, High Heworth Lane, Felling, Gateshead, Tyne and Wear NE10 9XD. No Cheats? Money back!
IMPORTANT! Read this! We have hints, tips, Game Genie and Action Replay codes available, we will immediately send help needed (Megadrive only). Send 50p post order, sae and the problems you have with up to 5 games to: W. Llewellyn, 43 Coed-y-Gores Llanedeyrn, Cardiff CF3 7NE. Write now!

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A phone slams violently in the Mean Machines office. We all turn to Rich. His eyes glare straight ahead, reflections of a fiery determination.

"What is it Rich?" we ask in tentative unison. He turns slowly, a grin beginning to absorb his features.

"We've got to make it better," he says. We stare back at him frowningly.

"Make what better boss?"

"The mag, it's good but it's not good enough!"

Gasps and mutters rise slowly to the air.

"But boss, what more can we do? We already have more reviews, previews, tips, news, competitions and reader interaction than any other mag on the market. Our rivals are nowhere, we've left them for dust! How do you expect -"

"-I EXPECT NOTHING BUT THE BEST!" comes Rich's booming reply as he slams his fist on his Macintosh, "AND WHEN YOU GET THERE I EXPECT BETTER!"

Silence falls like a shroud over the faces of all of us. Rich closes his fists, his knuckles growing whiter.

"You know what my motto is?" he says, "There is no such thing as the end. When you reach the top of the mountain learn how to fly!... Now I know you all push yourselves to limits that most can only dream of, but why stop there? Our readers expect the best, but you've gotta give 'em more than that. The October issue of MEAN MACHINES is gonna be the biggest and best yet! I don't want our rivals left for dust, I want them reduced to dust itself! Dead! Out of the picture! HAVE YOU GOT THAT?!!"

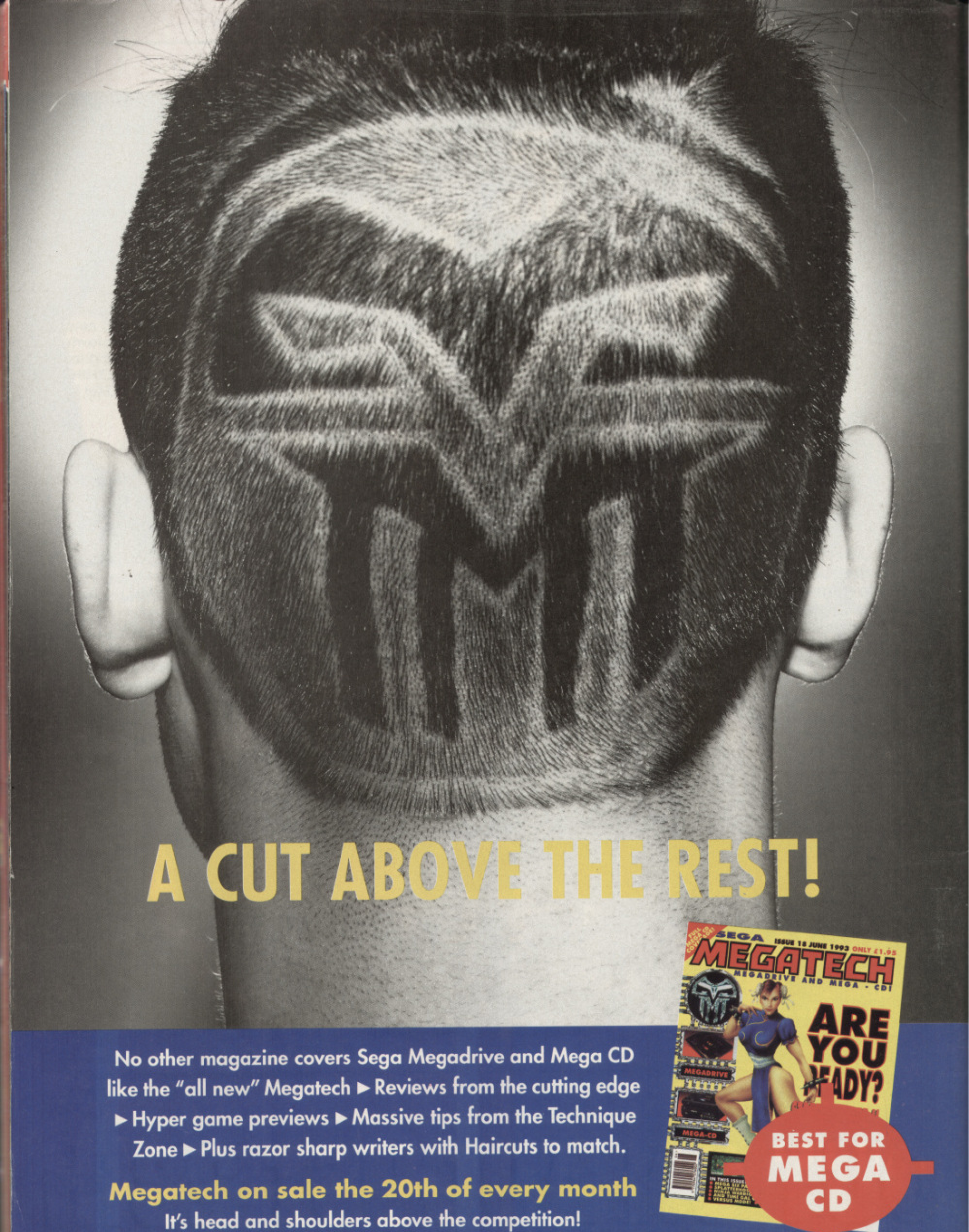
Again a silence falls. We look to each other... And slowly we start to recognise the smiles on each others faces, the same look of fiery determination in each others eyes.

"YOU BET BOSS! YOU BET!" we all cry, whooping and screaming, and offering each other high fives and aggressive handshakes as we return to our seats.

Check out the October issue of MEAN MACHINES SEGA to reap the fruits of this typical office pep-talk, and don't forget: lunch is for wimps!

Next month's issue is going to be even hotter than this one. How can this be possible? Well buy the thing and found out! Doh!!

OUT ON AUGUST 28th



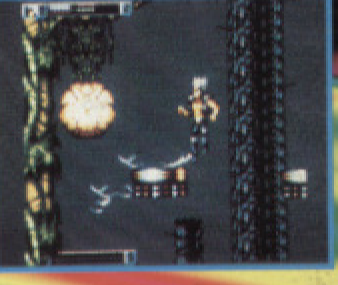
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HARDER THAN THE REST

WOLFCHILD

In a murderous mood, Saul Morrow activates his father's lycanthropic warrior program - WOLFCHILD - to avenge the brutal murder of his family by the terror group CHIMERA who have kidnapped Saul's father for his biogenetic work on the creation of a perfect war machine; augmented human intelligence with vicious animal instinct. Now Saul steps into the transmutation booth...

WOLFCHILD

Another **immaculate concept** from **Virgin Games.**



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